

RoboCoding Challenge Rules 2014

This document contains the official rules for RoboCoding Challenge 2014 and is released by the RoboCup Singapore CoSpace Technical Committee. The rules contained in this document have priority over any translations.

All teams must read the RoboCoding Challenge Rules (this document) carefully and understand the requirements and procedures for all aspects of the competition and judging.

GENERAL RULES

1. AGE GROUP

Teams Category	Age as of 31 Dec 2014
Primary	7 – 12 years old
Secondary	13 – 18 years old

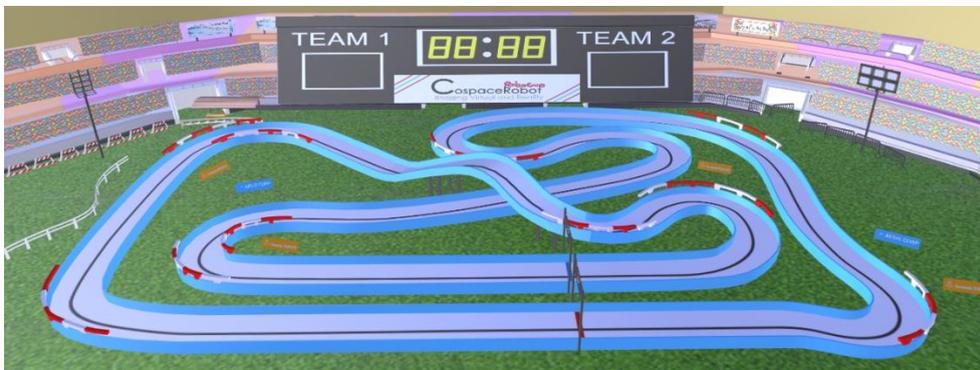
2. GAME DESCRIPTION

2.1. In RoboCoding Challenge, teams have to develop appropriate strategies and program the virtual autonomous robot to complete the racetrack as fast as possible within a limited period of time.

3. ARENA

3.1 The dimension of the racetrack is about 2.5 m x 4 m. The road is generally white and the width of the black line is about 1.8 cm.

3.2 The arena may consist of bridges.



4. ROBOTS

- 4.1 Virtual Robots must be controlled autonomously, but started manually by humans.
- 4.2 The use of a remote control to manually control virtual robots is not allowed.

5. TEAM NAME

- 5.1 It is mandatory for teams to enter their team name in the CoSpace RoboCoding Simulator. Teams will be disqualified if they fail to do so.

6. GAMEPLAY

- 6.1 As the space around the competition fields is limited, teams should designate one member who will act as "captain". In any case, only the team captain is allowed to communicate with the referee.
- 6.2 Teams should report to the registration counter at least 4 minutes before their game starts. Teams that are 4 minutes late for the time of their game will be forfeited from the round.
- 6.3 Teams should give their program to the referee before game starts. The referee will upload the programs to the CoSpace server, then place the team's robot in the starting point in the virtual world and start the virtual game.
- 6.4 Only one team is to race at one time.
- 6.5 Each trial has a maximum time limit of 4 minutes. If the robot is not able to complete the race within 4 minutes, the race is considered unsuccessful.
- 6.6 Ranking
 - (a) Ranking of teams will be based on race time.
 - (b) If the robot is able to finish the race within 4 minutes, the actual race time will be recorded.
 - (c) If the robot fails to complete the race within 4 minutes, the zone that the robot successfully completed and race time will be recorded. The robot performance will be evaluated based on the zone travelled followed by the race time.
- 6.7 The game will be ended if
 - (a) The robot has completed the race,
 - (b) the race time has exceeded 4 minutes, or
 - (c) the robot goes completely off the road.
- 6.8 In principle, a game will not be stopped during gameplay. The referee can stop a game when he needs to discuss an issue/problem with the OC/TC. The game will be called "time-out" in this case.

7. WINNER

- 7.1 The fastest team to complete the race will be the winner.
- 7.2 At the end of RoboCoding competition, in case of same timing between two or more teams on the first 3 places, the Chief Judge may ask the involved teams to race again.

8. CONFLICT RESOLUTION

- 8.1 During gameplay, the referee's decisions are final.
- 8.2 Rule clarifications may be made by the members of the RoboCup Singapore CoSpace Technical Committee.

9. CODE OF CONDUCT

9.1 Fair Play

- It is expected of all teams to participate fairly.

9.2 Behavior

- If one team copies a program from another team, both teams will be disqualified.
- Participants should be mindful of others and their robots when moving around the tournament venue.
- Participants who misbehave may be asked to leave the building and risk being disqualified from the tournament.
- These rules will be enforced at the discretion of the referees, officials, tournament organizers and local law enforcement authorities.
- The referees and officials will act alongside the spirit of the event.

9.3 Mentor

- Mentors (teachers, parents, chaperones, translators, and other adult team members) are not allowed to be involved in programming of students' robots.
- Mentor interference with robots or referee decisions will result in a warning in the first instance. If this reoccurs, the team will risk being disqualified.

It is not whether you win or lose, but how much you learn that counts!

Please contact Competition@CoSpaceRobot.org should you have any questions.