



WRO 2016

Game description, rules and scoring

WRO Football

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Game Description

WRO Football aims, where possible, to reflect the game of human soccer. Teams of two on two autonomous robots chase an infra-red transmitting ball around a WRO size table top field with the aim to kick more goals than the opposition.

Aims

Robotics is a wonderful platform for learning 21st century skills. Solving robotic challenges builds innovation, creativity and problem solving skills in students, and because robotics cross multiple curriculum subjects, students must learn and apply their knowledge in science, engineering, math, and computer programming. The most rewarding part of designing robots is that students have fun, work together as a team, and learning occurs as naturally as breathing air.

General WRO Football Rules

In light of the above aims the following rules will be enforced without question.

1. Robots are to be built and programmed exclusively by the student participants.
2. As with human football, the referee's decision is final. No game score will be changed on appeal, other than an error in scoring. See Section 7.
3. Students and mentors must conduct themselves in a manner which endorses the above aims and assists with the smooth running of events.
4. ***It is not whether you win or lose, but how much you learn that counts.***

Rule Changes

If the current WRO Football Challenge appears to be mastered, the rules will undergo minor modifications the following year. Teams cannot expect to use the same robots, programs or algorithms in consecutive years. This will encourage new teams to enter, as teams are all starting again from a base level each year. It will also encourage innovation from students looking to adapt to new challenges each year.

WRO Football Fields

Organisers understand that WRO Football fields may need to vary due to local limitations in materials and equipment. Field dimensions are not critical to students having access to the challenge, as long as they are consistent. In fact WRO Football can be played on a mat rolled out on a classroom floor! These rules intentionally leave flexibility in field dimensions and field materials. The WRO World finals will use the official field with all specifications adhered to. If local variations are required, all competitors should be informed of changes well before tournament dates.



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Rules and Regulations

1. Teams

- 1.1 Teams will consist of two robots, either a goalie and a forward, or two forward players.
- 1.2 Any substitution of robots is strictly forbidden and any team substituting robots will be disqualified from the tournament.
- 1.3 Teams will have either two or three human participants.

2. Scoring

- 2.1 A goal is scored when the ball strikes the back of the goal. ie when all of the ball crosses the goal line.
- 2.2 The team scoring the most goals will win the game.
- 2.3 A tied score will stand in round robin games.
- 2.4 A penalty goal will be awarded if the referee is convinced that a ball is clearly travelling into the goal and strikes a defensive robot that has some part of it over the goal line and in the "in goal" area.
- 2.5 Own goals are treated as a goal to the opposition.

3. Game Time

- 3.1 Games will consist of two 5 minute halves
- 3.2 Teams are allowed to have a maximum break of 5 minutes between halves to repair and reprogram robots.
- 3.3 The game clock will run without stopping throughout the game.
- 3.4 The referee can call a time out to explain a rule decision or to allow a robot damaged by handling or by a collision to be repaired. See Section 7: Rule Clarification.
- 3.5 It is a team's responsibility to be present before a game starts. A team will incur a goal penalty for every minute that they are late, up to 5 minutes.
- 3.6 If time permits, finals games can be run over 10 minute halves.

4. Game Play

- 4.1 At the start of the game the referee will toss a coin. The team winning the toss can choose whether to kick off at the start of the first half or the start of the second half.
- 4.2 The team kicking off, will kick the ball from the centre spot on the field.
- 4.3 All other robots must have some part inside of their defensive penalty box.
- 4.4 The team kicking off will place their robots first. These cannot be moved once the team has placed them. The team kicking second can then place their robots.
- 4.5 The game will start on the referee's command. All robots must be started immediately.
- 4.6 Any robots that are started before the referees command will be removed from the field for one minute.
- 4.7 Any robots that are not on the field or started immediately, will be ruled as "damaged" and removed from the field for one minute.
- 4.8 If a goal is scored, the non-scoring team will kick off to restart play.
- 4.9 If two opposing robots are tangled with each other, the referee can choose to separate them with minimal movement.
- 4.10 The referee will call "Pushing" **immediately** when a robot is using greater power to "force" the ball past the opposition. The referee will then place the ball in the centre of the field and play will continue without stopping.
If a referee calls "Pushing" and a goal is scored as a direct result of a robot "forcing" the ball through, the goal will be disallowed.
- 4.11 Team Captains are not permitted to touch robots at any time without the referees permission. Any robot that is handled will be treated as a damaged robot.
- 4.12 If a ball strikes the end wall beside the goals, play will not be stopped and the ball will be returned immediately to the centre spot on the field. If a robot occupies that spot, the ball will be placed as close as possible, but not directly in front of a robot.
- 4.13 If both defending robots are in their defensive penalty area and are considered to be affecting the game, the referee will call "Double Defence" and move the robot with the least influence on the game to the centre of the field. Goalies should not be the robot that is moved in this situation.



5. Play Reset

- 5.1 “Reset” will be called if the ball is stuck between multiple robots for a reasonable amount of time and has no chance of being freed, or if no robot has any chance of approaching the ball in a reasonable amount of time. A “reasonable amount of time” is any time up to 15 seconds.
- 5.2 Any **stuck** robots will be immediately taken to their defensive penalty box. Some part of the robot must be in the penalty box.
- 5.3 Robots are permitted to remain running and held by the handle.
- 5.4 The referee will roll the ball from the wall mid-way along the long side of the field, towards the centre of the field.
- 5.5 Robots will be released only when the ball leaves the referees hand.
- 5.6 Any robot that cannot start immediately will be considered as “damaged”
- 5.7 Any robot that is released before the ball is released will be removed from the field for one minute.

6. Damaged Robots

- 6.1 A robot will be considered damaged by the referee if it has serious breakages, it does not move correctly (eg. Rule 12) or respond to the ball.
- 6.2 Players can only remove robots from the field after being given the **referees permission** following the Team Captain’s request. This robot will be classified as damaged.
- 6.3 A damaged robot will remain off the field for one minute or until a goal is scored.
- 6.4 A damaged robot must be repaired before it is returned to the field. If a robot is not or cannot be repaired, it will be excluded from the remainder of the game.
- 6.5 A damaged robot can be returned to field after being given the referee’s permission. The robot is to be placed in the team’s own penalty area and not in a position that advantages that robot ie. Facing the ball.
- 6.6 If a robot turns over on its own accord or from a collision with its own team’s robot, it will be considered damaged.
- 6.7 If a robot turns over as a result of a collision with an opposing robot, it will not be considered as damaged and can be righted by the referee and play will continue.

7. Rule Clarification

- 7.1 The referee’s decision is considered as final during game play.**
- 7.2 If competitors require a rule clarification they must do it immediately by requesting a “Referees Time Out”. The game clock will be stopped.
- 7.3 If the Team Captain is not satisfied with the referee’s explanation, they can request to speak to the Tournament Referee.
- 7.4 Mentors must not be involved in any rules discussion.**
- 7.5 Video evidence will not be accepted.
- 7.6 Once the tournament referee and the game referee have come to a decision, no more discussion will be accepted.
- 7.7 Any further argument will result in a **Yellow Card** being issued, followed by a **Red Card** if the Team Captain or Mentor continues to argue.
- 7.8 A **Red Card** will result in that person being required to leave the competition area for the remainder of the tournament.
- 7.9 The Tournament Referee may be required to modify rules as a result of local conditions or circumstances. Participants will be notified of this at the earliest available opportunity.

8. Robot Specifications

- 8.1 **Construction and Programming of robots must be done exclusively by the students.**
- 8.2 Robots are to be constructed using strictly LEGO brand pieces only.
- 8.3 The controller, motors and sensors used to assemble robots must be from LEGO® MINDSTORMS sets and HiTechnic (One HiTechnic IRSeeker V2 sensor. One HiTechnic Colour Sensor and One HiTechnic Compass sensor).
- 8.4 Robots can only use one NXT or one EV3 Ultra Sonic Sensor. This must be placed on the rear of the robot with the sensor facing to the right.
- 8.5 Robots must only sample Ultra Sonic readings when they are facing towards their own goal, or in the case of a goalie when its sensor is aimed at the goal it is defending. If a robot is deemed to be intentionally interfering with the Ultra Sonic readings of other robots, the Ultra sonic Sensor will be disabled.
- 8.6 WRO recommends use of Education versions of LEGO MINDSTORMS due to extended service available from LEGO Education distributors
- 8.7 LEGO pieces cannot be modified in any way.
- 8.8 No other building materials can be used, including glue, tape, screws etc.
- 8.9 After market Omni directional wheels are not permitted
- 8.10 Cable ties or tape may be used to secure wires.
- 8.11 Control programs must be LEGO® MINDSTORMS™ EV3 or LEGO® MINDSTORMS™ NXT software.
- 8.12 Any C based programming is not permitted.
- 8.13 Robots will be measured in a free standing, upright position and with all parts fully extended.
- 8.14 The upright robot must fit inside an upright 22cm diameter cylinder.
- 8.15 The robot height must be less than 22cm.
- 8.16 The weight of robots must not weigh more than 1kg.
- 8.17 If a robot has a moving part that extends in two directions, it will need to be inspected with this part operating. The robot must be able to operate without touching the measuring cylinder.
- 8.18 Robots must have a handle for referees to easily pick them up. The handle will not be included in above height and weight measurements. Handles can be made from non LEGO components
- 8.19 **Competitors must mark or decorate their robots to identify them as belonging to the same team. These must not influence game play and will not be considered in the height restrictions.**
- 8.20 Colors of robots or light transmitters must not interfere with sensor readings of other robots.

9. Robot Assembly

- 9.1 WRO rules require that all robots are assembled during the assigned assembly time on the day of the competition.
- 9.2 All the parts for the robot should be disassembled and in their initial state (**not pre-built**) when the “assemble” time starts. For example, a tyre cannot be put on a wheel until assembly time begins.
- 9.3 Competitors may not use any instruction sheets/guides whether written, illustrated or pictorial no matter what format they are in (including paper-based and digital).
- 9.4 Contestants may make the program beforehand.
- 9.5 Robots can be modified during “venue open” or competition times. **ie there is no quarantine before or between games.**
- 9.6 **It is the competitor’s responsibility to ensure that a robot is legal at all times. If a robot is deemed illegal after a game, that team will forfeit any points gained, where they competed with an illegal robot**
- 9.7 **Robots must be placed in quarantine overnight and not leave the competition area at any time until they have finished competing.**
- 9.8 Robots should be designed to cope with field imperfections of up to 5 mm on the surface as well as the incline.
- 9.9 Teams should design and program their robots to cope with variations in lighting, ball intensity and magnetic conditions, as these vary from venue to venue, and with time.



10. Robot Control

- 10.1 Robots must be controlled autonomously.
- 10.2 Robots must be able to be started manually.
- 10.3 The use of remote control any kind is not allowed.
- 10.4 Robots must be able to move in all directions.
- 10.5 Blue Tooth communication between robots is acceptable as long as it does not interfere with the performance of other robots.
- 10.6 Robots must have the ability to have their communication disabled at the request of the referee.

11. Ball Control

- 11.1 Ball Capturing Zones are defined as any internal space created when a straight edge is placed on any of the protruding points of a robot.
- 11.2 The ball cannot penetrate the Ball Capturing Zone by more than 2 cm.
- 11.3 A robot cannot "hold" a ball. Holding a ball means removing any of the balls degrees of freedom. For example, this could mean fixing a ball to the robot, surrounding a ball using the robot or somehow trapping the ball with any part of the robot body. If a ball stops rolling while a robot is moving, or a ball does not rebound when rolled into a robot, it is a good indication that the ball is "held" and is illegal.
- 11.4 The ball cannot be held underneath a robot **ie no part of a robot can protrude over more than half of the ball's diameter.**

12. Goalies

- 12.1 If a goalie is used, it cannot limit its movement to a single direction on the field. It must be programmed to move in all directions.
- 12.2 The goalie must respond to the ball in a forward direction in an attempt to intercept the ball ahead of the goal. If required, its movement should be able to take some part of the robot outside of the penalty box (45 cm from goal).
- 12.3 The goalie cannot respond sideways and followed by a forward movement.
- 12.4 Failure to respond to the ball with forward movement down the field will result in the robot being classified as "Damaged." (Section 6)

13. Authentication of Student Work

- 13.1 Students will be interviewed to explain the operation of their robots in order to verify that the construction and the programming of the robot is their own work.
- 13.2 Students will be asked questions about their preparation efforts.
- 13.3 Proof of a full understanding of the program must be shown.
- 13.4 It is expected that tournament organizers will conduct verification interviews prior to the finals of **all events.**
- 13.5 If the panel rules that there is excessive mentor assistance or the work on the robots is not substantially the original work by the students, then the team will be disqualified from the tournament.

14. Finals Selection

- 14.1 During Round Robin play, teams will be allocated three points for a win, one point for a tie and 0 points for a loss.
- 14.2 Teams will be selected for finals on the following criteria:
 - Points scored
 - Goals Scored
 - Goal Difference
 - The winning team if the two tied teams competed against each other.
 - The strongest opposition, indicated by the highest ranked teams in their group.

15. Tied Elimination Finals

- 15.1 If the scores are tied in an elimination final, the game will not stop and play will continue until a "golden goal" is scored.
- 15.2 If a goal is not scored after 3 minutes of extra time, the goalies will be removed, or in the case of two forward players, the team can select which robot is removed.



15.3 If a goal is not scored after another 3 minutes, the higher qualifying team will be awarded the game.

16. WRO Football Field

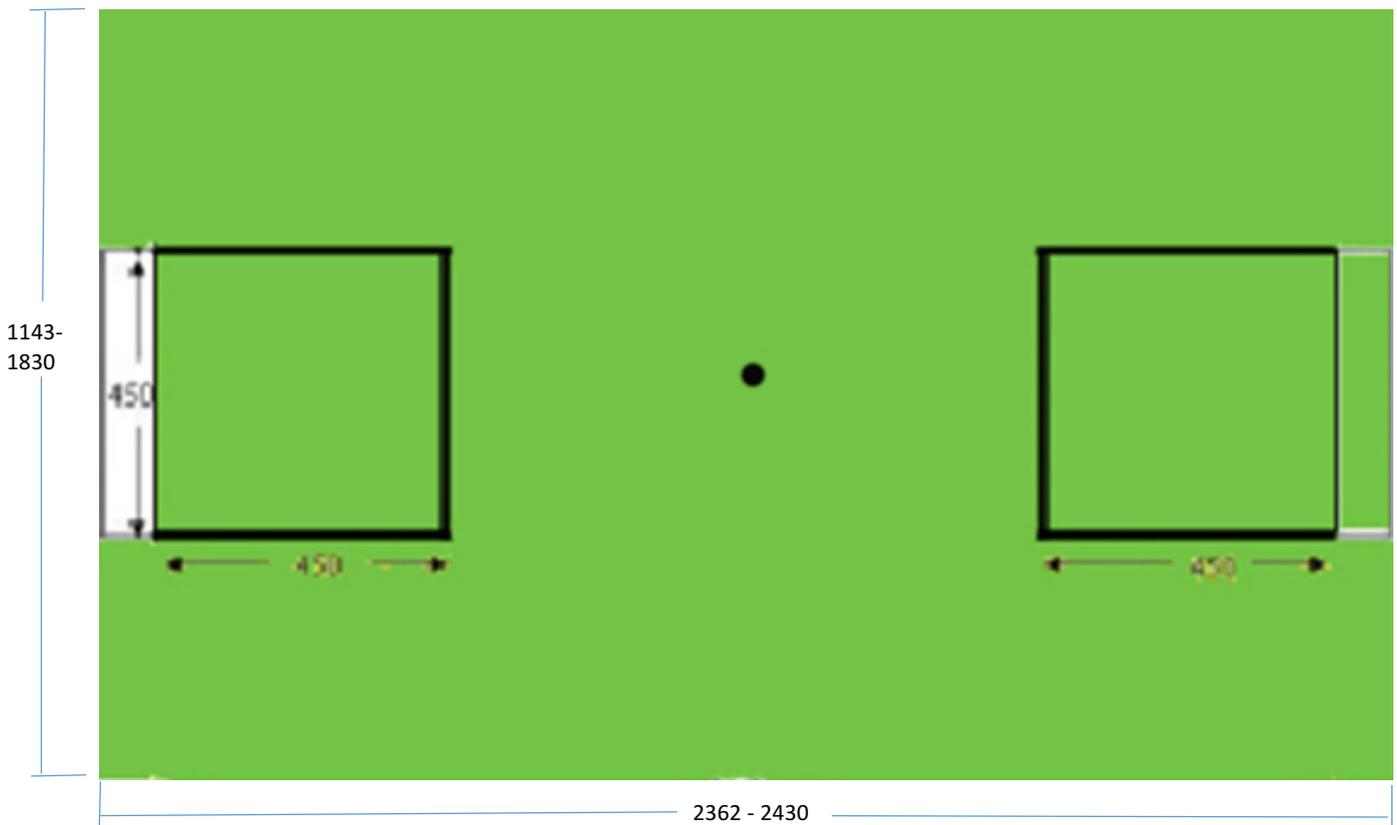
16.1 The Official WRO Football playing field is 1830 mm by 2430 mm. Local organisers may choose to use a 1143mm by 2362 mm Regular League Table or any size variation between the two.

16.2 The official floor will be green carpet. The recommended carpet is 3-5 mm thick dark green outdoor or industrial carpet. Carpet fibers should be less than 10 mm. The carpet should show a reading of 3 or above when using the EV3 Color Sensor in Reflected Light intensity Mode.

16.3 The carpet will be marked with penalty boxes marked with 2.5 cm black lines with the inside of the line starting at the inside of the goal post. The penalty box line will start at the front of the goal posts

16.4 A 2.5 cm radius circular back spot will be painted in the center of the field. See the Appendix for field marking suggestions.

16.5 If appropriate carpet is not available, local organisers can choose to use plastic or vinyl mats.



16.6 The field should be placed on a **wooden or plastic** table or on the floor. Magnetic conditions need to be checked if the field is on the floor or if the table has metal supports.

16.7 For wider fields, event organisers may elect to use 30 cm X ~1cm inclines from GEN II Fields along the side walls, if they consider this will improve game play. The aim of inclines is that the ball will roll from the top of the incline to the centre of the field. The height of inclines may vary with field surface composition. Inclines will be used in WRO World Tournaments.

16.8 Event organisers must inform competitors of any local variations to the field sizes and specifications prior to the event.

16.9 Matte black walls are placed all around the field, including behind the goals.

16.10 The walls must be at least 10 cm high above the playing surface.

16.11 The walls and goals must be constructed of at least 5mm ply wood or pine as they need to withstand robot collisions and reflect ultra-sonic signals effectively.

16.12 The width of each goal is 45 cm.

16.13 The back and sides of the goal interior are painted sky blue. R: 80 G: 200 B: 250 The floor is dark green carpet. The external sides of the goals are painted matte black.

- 16.14 The official depth of each goal is 7.5 cm. with the back of the goal in line with the end of field.
Local organisers may choose to place the back of a pre- constructed goal against the end of the field.
- 16.15 Depending on goal construction, the goal may extend 7.5cm – 8 cm into the playing area, to allow for the thickness of the back wall of the goal.
- 16.16 Each goal will have a black cross bar with the top 14cm above the playing surface.
- 16.17 Teams must come prepared to calibrate their robots based on the lighting and magnetic conditions at the venue. Organizers will attempt to keep IR light levels as low as possible and locate soccer fields away from magnetic fields such as under floor wiring and metallic objects. However sometimes this cannot be avoided.

17.WRO Ball

- 15.1 A well-balanced electronic ball diameter 7.4 cm shall be used.
- 15.2 The Hitechnic Infrared Electronic Ball(IRB 1005) in MODE D (pulsed) will be used in official WRO tournaments.

18. Code of Conduct

- 18.1 Coaches are not allowed to enter the competition area to provide any instructions and guidance during the competition. Team computers must remain in the competition area while the tournament is running.
- 18.2 Interference with competition tables, materials or robots of other teams could result in a team's disqualification.
- 18.3 Teams will not use dangerous items or behaviours that may create or cause interference with the competition.
- 18.4 Inappropriate words, booing and/or behaviour towards other team members, other teams, audience, judges or staff will not be tolerated. Yellow and Red Cards may be issued in these circumstances.
- 18.5 Bringing cellular/mobile phone or a medium of wire/wireless communication into the designated competition area is not allowed and will result in a Yellow and then a Red Card if it is repeated.
- 18.6 Any situation which judges might consider as interference or violation of the spirit of the WRO mission will not be tolerated.
- 18.7 It is expected that all participants, Students and Mentors alike, will respect the WRO mission.
- 18.8 The referees and officials will act within the spirit of the event.
- 18.9 ***It is not whether you win or lose, but how much you learn that counts.***

