

RoboCup Humanoid Rookie League

The games in the RC Humanoid Rookie League (HRL) are played as drop-in games for bipedal robots, with a minimal rule set. Every participating individual or group contributes a single robotic player to a robot team. Scoring is according to the HL drop-in rules. Individuals may participate in the Rookie league for a maximum of three years only and must not have participated in the Humanoid league before.

1. Field of Play

The HRL league is played on the fields of the RoboCup Humanoid League (currently 9 * 6 Meters). Yellow, respectively blue cardboard figures represent the goal keepers. They are suspended from the respective goals cross bars, reaching the floor. Both figures have the same form. They are positioned by the referee, who may change their position during any stoppage of the game.

2. The Ball

The ball is a FIFA size 1 ball with at least 50% colored surface with a color that is not used otherwise in the field (e.g. orange).

3. The Number of Players

The teams consist of 3 – 6 randomly chosen robots and change during the tournament.

4. The Players

The robot players are bipedal autonomous robots that walk on two legs and drive a ball by pushing or kicking. The maximum size of the robots is 1 meter, the maximum weight is 10 kg. Robots may be started manually at the touch line of their team's own half. Robots that are started by the game controller may be positioned anywhere in their own half. After positioning and possibly starting the robots, human team members must not interfere with the game play, except if explicitly called for by the referee. Robots need to be equipped with a handle to be safely picked up by a referee and an emergency switch off that is clearly marked and reachable.

5. The Referee

Each match is controlled by a team of referees with one head referee, who has full authority to enforce the Laws of the Game.

6. The Duration of the Match

A match is played in two half times of 10 minutes each with a break of 5 minutes.

7. Start and Restart of Play

The play is started and restarted by a drop ball at the kick-off point at the center. The ball is in play for both teams immediately. Goals may be scored immediately.

A game is restarted for:

- second half time,
- after a goal was scored,
- after more than 3 robots of a team became inactive or removed (for whatever reason),
- stuck game.

For start and restart of game robots may be placed and possibly manually started by the respective robot handler. Pick-up of robots by robot handler only is allowed during stoppage of the game.

8. The Ball In and Out of Play

If the ball leaves the field of play, it is returned to field by the referee or an assistant referee, one meter into the field. There is no stoppage of the game.

9. The Method of Scoring

A goal is scored if the ball completely crossed the goal line between the two goal posts.

10. Fouls and Misconducts

The following cases are considered as fouls, resulting in a 60 seconds removal penalty:

- any action posing the potential to significantly damaging a robot, including itself,
- leaving the playing field (field of play and surrounding green surface),
- any other significant offence, e.g. obstructing the game, as considered by the referee.

Robots potentially endangering humans by whatever activity are excluded from the game (red card).