# "CONTROLLED ROBOTS FOOTBALL"
# CONTEST RULES
# APPENDIX 1
# MANDATORY QUALIFICATION EXERCISES

*Version **1.1** dated February 09, 2016*

## 1. General provisions

1.1. This appendix to the Controlled Robots Football Competition Regulation sets out the requirements for the video file which is to be presented to all the teams participating in the Controlled Robots Football competitions (hereinafter – the Video).

1.2. The video is provided by the teams to demonstrate the capacity of the robots participating in the competition and prove that their operators have the required level of qualification.

1.3. The video is provided during the registration. The team which failed to provide the video cannot participate in the competition.

1.4. The application of the team which provided the video which does not meet the criteria described in this document during the registration may be rejected by the organizers of the competitions.

## 2. Requirements for contents of video

2.1. The video is to demonstrate how robots carry out the events described in paragraphs 2.1.1 and 2.1.2. Before any event is performed, the video should demonstrate that each robot performing such event meets the requirements set out in the Controlled Robots Football Competition Regulation[1]. A standard golf or tennis ball can be used to perform the events.

2.1.1. Dribbling. Four skittles are placed maximal 100 cm from each other on the horizontal surface along the straight line. The robot performing the event starts with the ball outside the first skittle line, and passes by skittles dribbling until it crosses the second skittle line (see Fig. 1). The event is considered completed if all the robots participating in the team (including the goal keeper) take the ball to the end neither knocking over any skittle nor losing the ball. Otherwise the event is considered failure.

[1] See paragraphs 2.1.2 and 2.1.12 of the Controlled Robots Football Competition Regulation, version 5.0. It should separately be demonstrated that the robot meets the requirements of Clause 2.1.2 of the Regulation at any position of the striking mechanism.

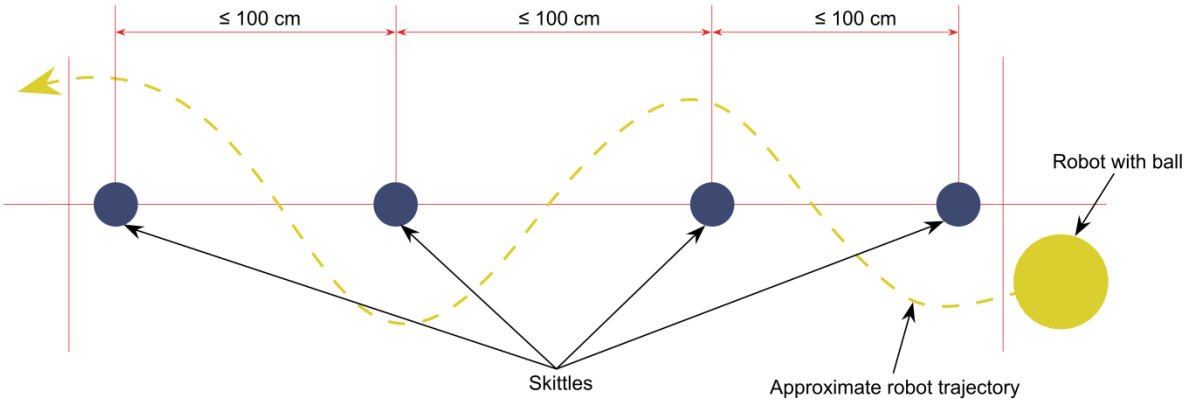


*Fig. 1. Performing Dribbling event*

2.1.2. Passing. All the robots participating in the team are set around the central circle 50 cm in the radius. Then, the robots begin to pass the ball to each other. During this event, no part of any robot may be inside the central ring. The event is considered success if each robot passed the ball at least twice, no robot entered the central ring, and the ball was not lost. Otherwise the event is considered failure.

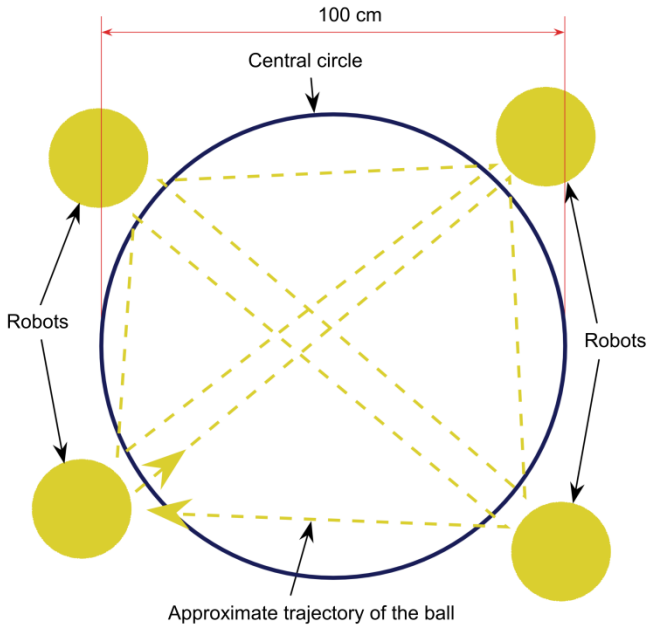


*Fig. 2. Performing Passing event*

2.2. The video may be made up of max. two successive scenes, i.e. non-cut video segments. Each scene should contain a frame with an A4 sheet which clearly shows the name of the team of date of shooting.

2.3. Each scene in the frame should show the participants of the team (operators) controlling their robots.

2.4. During the Dribbling event, the frame should contain all the robots participating in the team at the same time. The robot should perform the event successively (one by one).

2.5. The video should be max. two minutes long.

## 3. History of modifications

3.1. Version 1.1 was drawn up on February 09, 2016 based on the previous version. Below is the list of changes.

3.1.1. Changes were made to paragraphs 2.1 and 2.2.

3.1.2. Fig. 1 and 2 were added.

3.2. Version 1.0 was drawn up on February 07, 2016.