

HUROCUP: All-Round Competition

Laws of the Game 2008

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Abstract

The following rules and regulations govern the all-round event in HUROCUP, a robotic game and robotics benchmark problem for humanoid robots.

Latest Version of the Rules for HuroCup

The latest official version of the rules of the game for HUROCUP is always available from the FIRA HUROCUP website (<http://www.fira.net>).

1 The All-Round Competition

This section contains information about the all-round humanoid robot competition as part of HUROCUP. The all-round competition is the most important HUROCUP event as it tests the versatility of a humanoid robot.

The winner in the all-round competition is determined by the single robot with the most points over all seven HUROCUP events: robot dash, penalty kick, obstacle run, lift and carry, weight lifting, marathon, and basketball.

RD-1 **Number of Robots**

RD-1.1. A single robot competes in a match.

ALR-2 **The Players**

Please refer to the general HUROCUP laws for a description of the players.

ALR-2.1. A single robot has to perform all events to be eligible to compete in the all-round competition.

ALR-2.2. A team is not allowed to modify the robot in any way for the different events.

ALR-2.3. A team is allowed to repair their robot only after having received permission from the referee.

RD-3 **The Referee**

Please refer to the general HUROCUP laws for a description of the referee.

RD-4 **The Assistant Referee**

Please refer to the general HUROCUP laws for a description of the assistant referee.

ALR-5 **Game Play**

ALR-5.1. The score of a robot in the all-round competition is the sum of all the robot's scores in the HUROCUP events.

ALR-6 **Method of Scoring**

ALR-6.1. All robots that have not gained at least one point in any event are automatically awarded no rank and 0 points.

ALR-6.2. The robot with the maximum summary score over all HUROCUP events is declared the winner and the other ranks are determined according on the summary score for the other robots.

- ALR-6.3. In case of multiple robots with the same summary score, the robot maximum score of a robot in a single event is used as a tie breaker.
- ALR-6.4. In case of multiple robots with the same summary score and the same maximum single event score, the score of the robot over a single event is used as a tie breaker. The order of events is lift and carry, obstacle run, penalty kick, basketball, weight lifting, and robot dash.
- ALR-6.5. In contrast to the other HUROCUP events, there is only a single round in the all-round competition.