

HUROCUP: Organization Laws of the Game 2008

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Abstract

The following rules and regulations govern the organization of the 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 Organization of the HuroCup Competition

This section contains information about the organization and the running of the competition. These rules are not actually part of the laws of the game, but rather specify the number of runs for events and similar

ORG-1 Number of Events

- ORG-1.1. The local organizing committee determines the number of rounds for the various events (e.g., robot dash, penalty kick, weight lifting).
- ORG-1.2. If at all possible, the rounds for different events should be spread out over several days.
- ORG-1.3. The local organizing committee determines whether if any of the rounds for an event can be scratched. For example, the local organizing committee may decide to count only the top two scores out of three rounds for an event to calculate a team's score for a single event. The number of rounds that are counted towards the final score is called the score count C .

Decisions

- Dec-1.1. In the 2008 competition, an exhibition game of 3 vs. 3 soccer will take place. All interested parties are encouraged to contact the organizing chair.

ORG-2 The Free Program

- ORG-2.1. At the end of the competition, all competitors take part in the "free program." The aim of the "free program" is to provide an enjoyable show for the spectators as well as to allow the competitors to highlight specific features of their robot. It also allows the organizing committee to try out possible new events or variations for the next year.
- ORG-2.2. The robots will perform events that are loosely based on the competition events.
- ORG-2.3. Every team will be allocated a maximum of three minutes to give a short demonstration highlighting some feature of their robot. For example, a robot with good balance could demonstrate this by walking over a balancing pole.
- ORG-2.4. The "free program" does not count towards the final score of the robots, but the performance of the robots will be considered in the selection for the technical merit awards.

ORG-3

Prizes and Awards

- ORG-3.1. The final score for a robot in an event is calculated as the sum of the top C results, where C is the score count determined by the local organizers.
- ORG-3.2. The first prize is awarded to the robot with the maximum final score.
- ORG-3.3. In case of a tie, the maximum score of a robot in any individual round is taken as a tie breaker.
- ORG-3.4. In case of two robots having the same final score as well as the same maximum score in an individual round, the sum of the raw performances (e.g., time, distance, number of successful tries or weight) is used as a tie breaker.
- ORG-3.5. There will be a place award for the first, second, and third placed robot in each event.

ORG-4

Technical Merit Awards

- ORG-4.1. There may be a maximum of two technical awards given out to the teams that made most significant contribution to research in humanoid robots.
- ORG-4.2. In general, one technical award is intended for technical contributions (mechanics), and the other for high level improvements (control, planning, and learning).
- ORG-4.3. The intention of the technical awards is to reward contributions that have not been rewarded previously in the events of the competition.

For example, a robot would not receive an award for fastest robot would not be appropriate since running speed is the primary factor influencing the performance of a humanoid robot in the robot dash event. On the other hand, a robot demonstrating significant improvements in human robot interaction may receive a technical award.
- ORG-4.4. The selection of the technical awards are done through the program committee.