

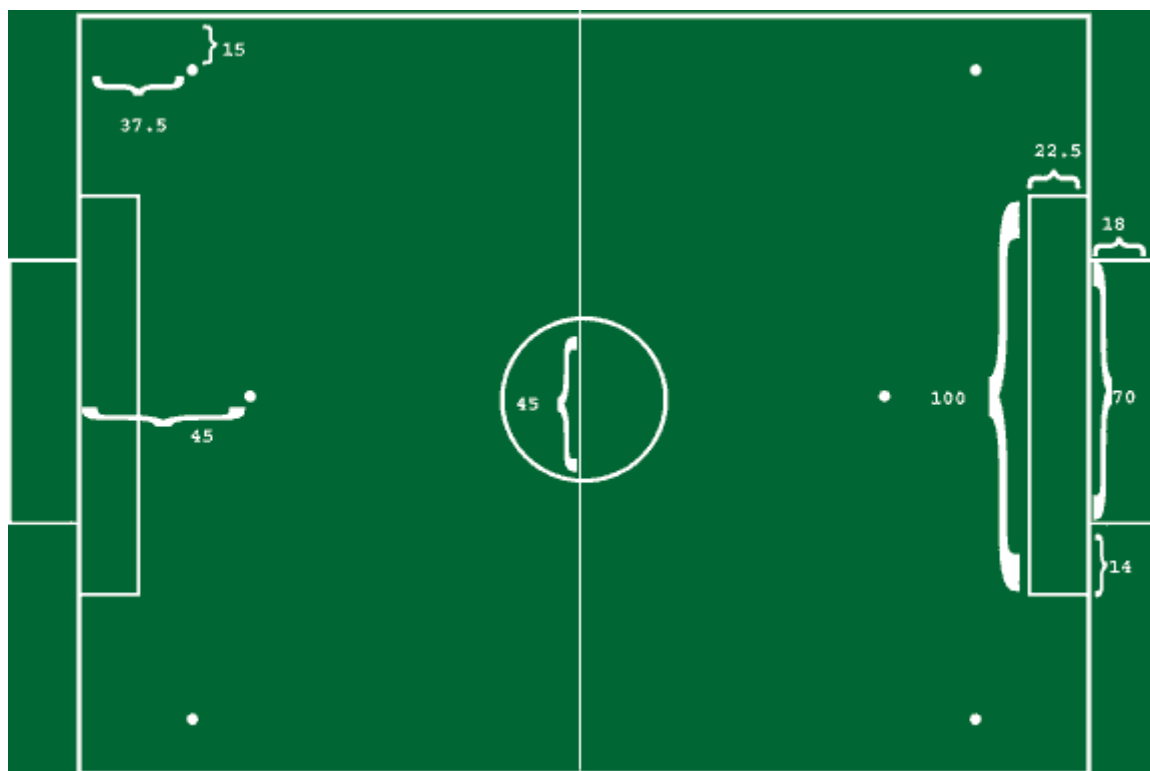
Laws of the E-League 2004 – Release 0.4

Key: Items that still need clarification are highlighted with yellow.

Items that have been changed from the F-180 Laws are in red text.

Items that have been added to the F-180 Laws are in blue text.

LAW 1 - The Field of Play



Dimensions

The field of play must be rectangular. The dimensions include the thickness of the boundary lines.

Length: 2740 mm (~9 feet)

Width: 1520 mm (~5.5 feet)

Field Surface

The playing surface is green felt mat or carpet. The floor under the carpet is level, flat and hard.

Field Walls

There are no walls around the playing field.

Field Markings

The field of play is marked with lines. Internal lines belong to the areas of which they are boundaries.

The two longer sides are called touch boundaries. The two shorter sides are called goal boundaries.

All lines are 10 mm wide and painted white.

The field of play is divided into two halves by a halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a diameter of 450 mm is marked around it.

The goalmouth line is drawn across the goalmouth. The edge of the goalmouth line adjacent to the field of play is collinear with the edge of the goal boundary lines that is adjacent to the field of play.

The Defence Area

A defence area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal boundary, 225 mm from the inside edge of the goalmouth. These lines extend into the field of play for a distance of 140 mm from the inside edge of the goal boundary lines and are joined by a line drawn parallel with the goal boundary.

The area bounded by these lines, the touch lines, and the goalmouth line is the defence area.

Penalty Mark

At each end of the field, a penalty mark is made 450 mm from the midpoint between the edges of the goalmouth and equidistant to them. The mark is a 10 mm diameter circle of white paint.

Free Kick Marks

In each corner of the field, a free kick mark is placed a perpendicular distance of 150 mm from the touch boundary and a perpendicular distance of 375 mm from the goal boundary. The marks are 10 mm diameter circles of white paint.

Goals

Goals must be placed on the centre of each goal boundary.

They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar.

The distance between the posts is 700 mm. The goal is 150 mm deep. The distance from the lower edge of the crossbar to the playing surface is 150 mm.

The floor inside the goalmouth is the same as the rest of the playing surface.

The posts and the crossbar have the same thickness as the line markings, 10 mm.

The posts and the crossbar are painted in white.

Equipment Mounting Bar

No equipment mounting bar will be made available to teams.

Referee's Signalling Equipment

The referee signals will be transmitted by UDP broadcasts messages to all machines on the network. The assistant referee will use a program to broadcast referee signals from an additional computer. Details of the equipment are to be supplied by the local organizing committee.

Decisions of the Technical Committee

Decision 1

The local organizing committee should aim to provide 700-1000 lux uniformly across the field, and distribute the details of the lighting arrangements to the competitors as early as possible.

Decision 2

No kind of commercial advertising, whether real or virtual, is permitted on the field of play and field equipment (including the goal nets and the areas they enclose) from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. In particular, no advertising material of any kind may be displayed inside the goals or lines; No extraneous equipment (cameras, microphones, etc.) may be attached to these items.

Decision 3

The specific colour and texture of the surface is not specified and may vary from competition to competition (just as real soccer fields vary). The surface underneath the carpet will be level and hard. Examples of approved surfaces include: cement, linoleum, hardwood flooring, plywood, ping-pong tables and particle board; carpeted or cushioned surfaces are not allowed. Every effort shall be made to ensure that the surface is flat; however, it is up to individual teams to design their robots to cope with slight curvatures of the surface.

LAW 2 - The Ball

Qualities and Measurements

The ball is a standard orange golf ball. It is:

spherical

orange in colour

approximately ?? g in mass

approximately 45 mm in diameter

Replacement of a Defective Ball

If the ball becomes defective during the course of a match:

the match is stopped

the match is restarted by placing the replacement ball at the place where the first ball became defective

If the ball becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in:

the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee.

LAW 3 - The Number of Robots

Robots

A match is played by two teams, each consisting of not more than **four** robots, one of which may be the goalkeeper. Each robot must be clearly numbered so that the referee can identify them during the match. The goalkeeper must be designated before the match starts. A match may not start unless both teams have at least one robot.

Interchange

Robots may be interchanged. There is no limit on the number of interchanges.

Interchange Procedure

To interchange a robot, the following conditions must be observed:

an interchange can only be made during a stoppage in play.

the referee is informed before the proposed interchange is made,

the interchange robot is placed on the field after the robot being replaced has been removed,

the interchange robot is placed on the field in the position on the field from which the replaced robot was removed.

Changing the Goalkeeper

Any of the other players may change places with the goalkeeper, provided that:

the referee is informed before the change is made

the change is made during a stoppage in the match

Robots Sent Off

A robot that has been sent off may interchange for another robot that leaves the field.

Decisions of the Technical Committee

Decision 1

Each team should have a single human designated robot handler to perform interchange and robot placing when

required. No other team members should encroach upon the area immediately surrounding the field. In general, movement of robots by the handler is not allowed. However, at kick-offs and restarts the designated handler is allowed on the pitch to place robots. Gross movement of robots is not allowed, except:

before kick-offs (Law 8),

to place a designated kicker for a free kick, penalty kick, goal kick, corner kick or throw-in (Laws 13 – 17),

to move the goalkeeper for a free kick, penalty kick, goal kick, corner kick or throw-in (Laws 13 – 17),

to ensure robots are in the locations required for penalty and free kicks (Laws 13 and 14).

The team operator (see below) may also perform gross movement of the robots under remote control in these situations.

Decision 2

Each team member should have a designated team operator to interpret the referee's rulings for the robots. The team operator may enter information about the state of play or strategic information while the ball is out of play and the robots are halted. The signals to start and stop the robots will come via UDP broadcasts. The team operator must not enter any information while the ball is in play.

Decision 3

From 2005, no human involvement from the team handler or team operator will be permitted. All of the referee's rulings will be transmitted via UDP broadcasts, and the robot team must intelligently interpret those commands and abide by the Laws of the Game. When the referee spots an infringement or the ball goes out of play, the referee blows the whistle, and the assistant referee presses a stop button. All robots halt. The referee makes the call (direct/indirect free kick, goal kick, etc.) and positions the ball. The assistant referee presses the appropriate button on the referee's signalling equipment (direct/indirect free kick, goal kick, etc.). All robots are now free to move. All opposition robots must remain 150 mm from the ball. The ball is in play once it is kicked and moves. The sanctions against robots failing to follow the Laws will follow the FIFA Laws for similar infringements.

LAW 4 - The Robotic Equipment

Safety

A robot must not have in its construction anything that is dangerous to itself, another robot or humans.

Shape

A robot must fit inside a 220 mm diameter cylinder. Each robot must have height of 150 mm or less.

Colours and Markers

has a colour assigned, namely yellow or blue. The yellow team attacks the yellow goal and the blue team attacks the blue goal. Each team must be able to use either yellow or blue markers.

Before a game, all of the robots in the two teams must mount one of the coloured patterns as specified by the organizing committee. The center 4cm circle of these patterns may be removed to allow reception of infrared communication from the command server.

Apart from the patterns of the organizing committee, all other parts of the robots should be black.

Locomotion

Robot wheels (or other surfaces that contact the playing surface) must be made of a material that does not harm the playing surface.

Actuators

A robot must not use more than three actuators. For example, a robot can use an omni-directional drive, a differential drive with a kicker, or a differential drive with a dribble bar. However, a robot with an omni-directional drive and a kicker is forbidden.

Kickers

To prevent teams from developing extremely powerful kickers, a team can only score a goal from the opponents half. For example, a team can not score a goal with a powerful kick from a free kick in its own half.

Global Vision System

A global vision system will be provided by the league, which will provide each team with information on the positioning and velocity of all agents (including the ball) on the field. In 2004, the league will use the doraemon vision system, which can be downloaded from <http://robocup-video.sourceforge.net>

Infrared Communication System

An infrared communication system will be provided by the league, which will allow teams to send a single byte for each robot to the robots. The infrared system uses standard 38kHz modulated signals at 2400 baud. Teams communicate via UDP messages with a communication server running on the local network. The communication server assembles messages for all robots into a 10 Byte message and will transmit this message at 2400 baud. More details about the infrared communication link as well as sample implementations for clients and servers are available at [at Jacky Baltes' E-League page](#) .

Wireless Communication

Robots will not be permitted to use wireless communication outside of the infrared communication system provide by the league organizers.

Infringements/Sanctions

For any infringement of this Law:

play need not be stopped

the robot at fault is instructed by the referee to leave the field of play to correct its equipment

the robot leaves the field of play when the ball next ceases to be in play

any robot required to leave the field of play to correct its equipment does not re-enter without the referee's permission

the referee checks that the robot's equipment is correct before allowing it to re-enter the field of play

the robot is only allowed to re-enter the field of play when the ball is out of play, or during stoppage of play

A robot that has been required to leave the field of play because of an infringement of this Law and that enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card.

Inspection

All robots will be inspected by the referee prior to game play for compliance with these laws.

Restart of Play

If play is stopped by the referee to administer a caution:

the match is restarted by an indirect free kick taken by a robot of the opposing side, from the place where the ball was located when the referee stopped the match

Decisions of the Technical Committee

Decision 2

Kicking devices are permitted as long as the robots do not infringe the maximum number of actuators (Law 4 - Actuators).

Decision 3

Dribbling devices that exert back-spin on the ball for the purposes of keeping the ball in contact with the robot are permitted as long as the robots do not infringe the maximum number of actuators (Law 4 Actuators).

Decision 4

Metal spikes and Velcro are specifically prohibited for the purpose of locomotion.

Decision 5

The patterns that will be used in the 2004 competition are available from [here](#) .

LAW 5 - The Referee

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

Powers and Duties

The Referee:

enforces the Laws of the Game

controls the match in co-operation with the assistant referee

ensures that any ball used meets the requirements of Law 2

ensures that the robotic equipment meets the requirements of Law 4

ensures that the setup meets the specs for vision and communication

stops, suspends or terminates the match, at his discretion, for any infringements of the Laws

stops, suspends or terminates the match because of outside interference of any kind

stops the match if, in his opinion, a robot is likely to cause serious harm to humans, other robots, itself, or the field and ensures that it is removed from the field of play

repositions the ball to a neutral position if it becomes stuck during play

allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time

punishes the more serious offence when a robot commits more than one offence at the same time

takes disciplinary action against robots guilty of cautionable and sending-off offences. The referee is not obliged to take this action immediately but must do so when the ball next goes out of play

takes action against team officials who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surrounds

acts on the advice of assistant referees regarding incidents which he has not seen

ensures that no unauthorized persons encroach the field of play

restarts the match after it has been stopped

provides the technical committee with a match report which includes information on any disciplinary action taken against team officials and any other incidents which occurred before, during or after the match

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

Signals from the Referee

During a match the referee will signal the start and stop of play in the usual fashion, *i.e. hand signals, whistle, voice (English)*. The assistant referee will send signals over UDP broadcast communication links to each team to indicate the start and stop of play. The referee will be deemed to have given a signal when the assistant referee has relayed that signal over the communications links.

Decisions of the Technical Committee

Decision 1

A referee (or where applicable, an assistant referee) is not held liable for:

- *any kind of injury suffered by an official or spectator*
- *any damage to property of any kind*
- *any other loss suffered by any individual, club, company, association or other body, which is due or which*

may be due to any decision which he may take under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match.

This may include:

- a decision that the condition of the field of play or its surrounds are such as to allow or not to allow a match to take place
- a decision to abandon a match for whatever reason
- a decision as to the condition of the fixtures or equipment used during a match including the field and the ball
- a decision to stop or not to stop a match due to spectator interference or any problem in the spectator area
- a decision to stop or not to stop play to allow a damaged robot to be removed from the field of play for repair
- a decision to request or insist that a damaged robot be removed from the field of play for repair
- a decision to allow or not to allow a robot to have certain colours
- a decision (in so far as this may be his responsibility) to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- any other decision which he may take in accordance with the Laws of the Game or in conformity with his duties under the terms of the RoboCup Federation or league rules or regulations under which the match is played

Decision 2

Facts connected with play shall include whether a goal is scored or not and the result of the match.

LAW 6 - The Assistant Referee

Duties

The assistant referee is appointed whose duties, subject to the decision of the referee, are to

act as timekeeper and keep a record of the match

to operate the communications equipment to relay the referee's signals.

monitor the robot operators for illegal signals being sent to the robots

indicate when an interchange is requested

indicate when misconduct or any other incident has occurred out of the view of the referee

indicate when offences have been committed whenever the assistants are closer to the action than the referee (this includes, in particular circumstances, offences committed in the defence area)

indicate whether, at penalty kicks, the goalkeeper has moved forward before the referee has given the signal and if the ball has crossed the line

Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the organizing committee.

LAW 7 - The Duration of the Match

Periods of Play

The match lasts two equal periods of 10 minutes, unless otherwise mutually agreed between the referee and the two participating teams. Any agreement to alter the periods of play (for example, to reduce each half to 7 minutes because of a limited schedule) must be made before the start of play and must comply with competition rules. The period of play only covers such time as the ball is in play.

Half-Time Interval

Teams are entitled to an interval at half time. The half-time interval must not exceed 10 minutes. Competition rules must state the duration of the half-time interval. The duration of the half-time interval may be altered only

with the consent of both teams and the referee.

Extra Time

Competition rules may provide for two further equal periods to be played. The conditions of Law 8 will apply.

Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

Decisions of the Technical Committee

Decision 1

The local organizing committee will make every effort to provide both teams access to the competition area at least two hours before the start of the competition. They will also strive to allow at least one hour of setup time before each match. Participants should be aware, however, that conditions may arise where this much time cannot be provided.

Decision 2

In 2004, the clock will run at all times, with allowances only made for major stoppages as per the FIFA laws.

LAW 8 - The Start and Restart of Play

Preliminaries

A coin is tossed and the team decides which goal it will attack in the first half of the match, and consequently, by Law 4, which colour marker its team will use.

The other team takes the kick-off to start the match.

The team that wins the toss takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends, and consequently by Law 4 which colour marker its team will use.

Kick-off

A kick-off is a way of starting or restarting play:

at the start of the match

after a goal has been scored

at the start of the second half of the match

at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

Procedure

all robots are in their own half of the field

the opponents of the team taking the kick-off are at least 225 mm from the ball until the ball is in play

the ball is stationary on the centre mark

the referee gives a signal

the ball is in play when the referee gives a signal

After a team scores a goal, the kick-off is taken by the other team.

Infringements/Sanctions

For any infringement of the kick-off procedure:

the kick-off is retaken

Placed Ball

A placed ball is a way of restarting the match after a temporary stoppage which becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

The referee places the ball at the place where it was located when play was stopped. Play restarts when the referee gives a signal.

Infringements/Sanctions

The ball is placed again:

if it is touched by a robot before the referee gives the signal

Special Circumstances

A free kick awarded to the defending team inside its own defence area is taken from the free kick mark nearest to where the infringement occurred.

A free kick awarded to the attacking team in its opponents' defence area is taken from the free kick mark nearest to where the infringement occurred.

A placed ball to restart the match after play has been temporarily stopped inside the defence area takes place on the free kick mark nearest to where the ball was located when play was stopped.

LAW 9 - The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

*it has wholly crossed the goal boundary or touch boundary whether on the ground or in the air
play has been stopped by a signal from the referee*

Robot Halting

When the ball is out of play, robots should cease movement until play is restarted by the referee. The referee may require the designated robot handlers to check or adjust the placements of the players prior to restart.

Ball In Play

The ball is in play at all other times.

LAW 10 - The Method of Scoring

Goal Scored

A goal can only be scored if the last contact between a robot of the scoring team and the ball occurred in the opponent's half. If the goal was scored from the scoring team's half, play will continue with a free kick for the defending team.

A goal is scored when the whole of the ball passes over the goalmouth line, between the goal posts, below the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the RoboCup Federation to determine the winner of a match.

LAW 11 - Offside

Offside Rule

The offside rule is not adopted.

LAW 12 - Fouls and Misconduct

Fouls and misconduct are penalized as follows:

Direct Free Kick

A free kick is awarded to the opposing team if a robot commits any of the following five offences:

makes substantial contact with an opponent

holds an opponent

holds the ball deliberately (except for the goalkeeper within his own defence area)

is the second defending robot to simultaneously enter the team's defence area in such a way to substantially affect game play

is the second attacking robot to simultaneously enter the opponent team's defence area

A free kick is taken from where the offence occurred.

Penalty Kick

A penalty kick is awarded if any of the above five offences is committed by a robot inside his own defence area, irrespective of the position of the ball, provided it is in play.

Indirect Free Kicks

A free kick is also awarded to the opposing team if a goalkeeper, inside his own defence area, commits any of the following offences:

takes more than fifteen seconds while holding the ball before releasing it from his possession

holds the ball again after it has been released from his possession and has not touched any other robot

releases the ball and it reaches the half way line without touching any other robot.

An indirect free kick is also awarded to the opposing team if a player:

contacts the goalkeeper where the point of contact is in the defence area.

commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The free kick is taken from where the offence occurred.

Disciplinary Sanctions

Cautionable Offences

A team is cautioned and shown the yellow card if a robot on that team commits any of the following five offences:

1. is guilty of serious and violent contact
2. is guilty of unsporting behaviour
3. modifies or damages the field or ball
4. persistently infringes the Laws of the Game
5. violates the spirit of the E-League

Sending-Off Offences

One robot is sent off and shown the red card if his team receives a second caution. The number of players on the team is reduced by one after every two yellow cards.

Decisions of the Technical Committee

Decision 1

Substantial contact is contact sufficient to dislodge the robot from its current orientation, position, or motion in the case where it is moving. When both robots are moving at similar speeds, and the cause of contact is not obvious, the referee will allow play to continue. This law is designed to protect robots which are slow moving or stationary at the time of the contact, and as such should be detected by obstacle avoidance systems.

Decision 2

Cautions for serious and violent contact are a way to discourage teams from ignoring the spirit of the no-contact principle. Examples of cautionable offences include uncontrolled motion, poor obstacle avoidance, pushing, or rapid spinning while adjacent to an opponent. In a typical scenario, the referee would warn the team, and expect that they would modify their system to reduce the violence of their play. If the referee was still unsatisfied a caution would be issued.

Decision 3

A robot that is placed on the field but is clearly not capable of movement will be sanctioned for unsporting behaviour.

Decision 4

A robot is holding a ball if it takes full control of the ball by removing all of its degrees of freedom; typically, fixing a ball to the body or surrounding a ball using the body to prevent access by others. 80% of the area of the ball when viewed from above should be outside the convex hull around the robot. Another robot should be able to remove the ball from another player.

LAW 13 - Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

The Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded

if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Direct Free Kick

If a free kick is kicked directly into the opponents' goal, a goal is awarded.

If a free kick is kicked directly into the team's own goal, a goal is awarded against the team.

Free Kick Procedure

If the free kick is awarded inside the defence area or within 150 mm of the defence area the free kick is taken from the nearest free kick marker.

Otherwise the free kick is taken from the place where the infringement occurred. The ball is moved to the nearest point that is at least 150 mm from the side or touch lines.

All opponent robots are at least 150 mm from the ball. The opponent's designated robot handler must move robots that are within 150 mm of the ball into positions indicated by the referee.

The team's nearest robot is designated as the kicker. If the nearest robot is the goalkeeper then the team has the option of using the next nearest robot. The team's designated robot handler may move the kicker into position.

The opponent's designated robot handler may move the goalkeeper into any position inside the defence area.

The opponent goalkeeper may begin autonomous movement within the defence area.

The ball is in play when the referee gives the signal.

LAW 14 - The Penalty Kick

A penalty kick is awarded if any of the five offences for which a penalty kick may be awarded is committed by a robot inside its own defence area, irrespective of the position of the ball, provided it is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Procedure for a Penalty Kick

A penalty kick is taken by following this sequential procedure.

The ball:

is placed on the penalty mark

The robot taking the penalty kick:

is properly identified

may be positioned by the team's designated robot handler

The defending goalkeeper:

is positioned so that some part of its construction touches the goalmouth line, facing the kicker, until the referee gives a signal.

The robots other than the kicker and the defending goalkeeper are located:

inside the field of play

300 mm behind the penalty mark

Where robots must be moved to comply with this law, the respective designated robot handlers may position them. The designated robot handler may always move the defending goalkeeper. The defending goal keeper may move autonomously along the goalmouth line.

The Referee

does not signal for a penalty kick to be taken until the robots have been placed in position in accordance with the Law

decides when a penalty kick has been completed

Procedure

The ball is in play when the referee signals.

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper.

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs:

The player taking the penalty kick infringes the Laws of the Game:

the referee allows the kick to proceed

if the ball enters the goal, the kick is retaken

if the ball does not enter the goal, the kick is not retaken

The goalkeeper infringes the Laws of the Game:

the referee allows the kick to proceed

if the ball enters the goal, a goal is awarded

if the ball does not enter the goal, the kick is retaken

A player of both the defending team and the attacking team infringe the Laws of the Game:

the kick is retaken

The ball is touched by an outside agent as it moves forward:

the kick is retaken

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

the referee stops play

play is restarted with a placed ball at the place where it touched the outside agent.

LAW 15 - The Throw-In

A throw-in is a method of restarting play.

A throw-in is awarded:

when the whole of the ball passes over the touch boundary, either on the ground or in the air from the point 200 mm perpendicularly in from where it crossed the touch boundary.

Procedure

The referee places the ball at the designated position.

The ball is in play when the referee gives the signal.

LAW 16 - The Goal Kick

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick.

A goal kick is awarded when the whole of the ball, having been most greatly influenced by a player of the attacking team, passes over the goal boundary, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

Procedure

The ball is placed on the free kick spot closest to where the ball passed over the goal boundary.

All opponent robots are at least 150 mm from the ball. The opponent's designated robot handler must move robots that are within 150 mm of the ball into positions indicated by the referee.

The team's nearest robot is designated as the kicker. If the nearest robot is the goalkeeper then the team has the option of using the next nearest robot. The team's designated robot handler may move the kicker into position.

The opponent's designated robot handler may move the goalkeeper into any position inside the defence area.

The opponent goalkeeper may begin autonomous movement within the defence area.

The ball is in play when the referee gives the signal.

LAW 17 - The Corner Kick

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick.

A corner kick is awarded when the whole of the ball, having been most greatly influenced by a player of the defending team, passes over the goal boundary, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

Procedure

The ball is placed on the free kick mark closest to where the ball passed over the goal boundary.

All opponent robots are at least 150 mm from the ball. The opponent's designated robot handler must move robots that are within 150 mm of the ball into positions indicated by the referee.

The team's nearest robot is designated as the kicker. If the nearest robot is the goalkeeper then the team has the option of using the next nearest robot. The team's designated robot handler may move the kicker into position.

The opponent's designated robot handler may move the goalkeeper into any position inside the defence area.

The opponent goalkeeper may begin autonomous movement within the defence area.

The ball is in play when the referee gives the signal.

Gaurav Singal

Last modified: March 24, 2003, 1:12 am.

Jacky Baltes

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