

Soccer 1-1 Standard Kit Rules 2019 (Final)

November 3rd, 2018

Basic Rules

The Soccer 1-1 Standard Kit Rules are based on the international RoboCupJunior Soccer Lightweight Rules <http://junior.robocup.org/rcj-soccer-lightweight/> (as of October 18th, 2018).

The following changes apply for the Soccer 1-1 Standard Kit League:

Robots

Each team is allowed to have only one robot for the full tournament.

The size of the robot is limited to 22,4 cm by 22,4 cm by 22,4 cm. This corresponds to 28 Lego studs. There is no weight limit for the robot.

Only parts from the Lego system or the Fischertechnik system are allowed to build the robot. Only one processor brick per robot is allowed. A maximum of 4 motors and 4 sensors is allowed (no splitters). All commercial sensors from Lego or from Fischertechnik can be used.

Exception: One compass sensor and one ball detector from external suppliers may be used.

Exception: The handle can be of other material, with the same restrictions as in the basic rules.

Exception: Top markers are not required.

Ball

The game is played with a RoboSoccer ball operating in MODE A (pulsed) made by EK Japan/Elekit (www.elekit.co.jp). This ball is called RCJ-05R.

Field

The playing field is 183 cm by 122 cm. It may vary between 183 and 190 cm and between 114 and 122 cm to be compatible to a FLL field. The field of play is surrounded by walls of 10 cm to 14 cm height. The four corners of the field are flattened in order to make it easier for robots to retrieve the ball from a corner.

The walls are painted matte black. There are no colored markers at the walls. The field is covered with a green carpet. There is no wedge at any wall.

The field has two goals, centered on each of the shorter sides of the playing field. The width of the goal is 45 cm. The height of the goal is equal to the height of the walls. The interior walls and the crossbar of each goal are painted, one goal in yellow, the other goal in blue.

There is a black middle circle with a 60 cm diameter. There are 5 neutral spots positioned according to the basic rules (§4.6). In front of each goal there is a 30 cm wide and 75 cm long penalty area. The penalty areas are marked by a **white** line of 20 mm width. The line is part of the penalty area.

Gameplay

There is no rule about “Out of Bounds” or “Out of Reach” (§1.10), since there are no boundaries.

Since there is only robot per team, there is no multiple defense (§1.12).

There is no pushing (§1.7, §1.8)