German Open 2010:
Rules for Soccer Simulation 2D

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Note:
Please be aware that this is a draft document which is modified and extended continously.

1 Soccer Simulator

The recently published, new version of the Soccer Server, rcssserver 14.0.1, will be used.

2 Machine Configuration

Every participant will be allowed to use two quad-core machines for its team. These machines cannot be used by the participants for implementation; they are exclusive for competition and corresponding tests. Thus, the following enviroment will be used for the tournament.

- one machine running the simulator
- four machines running all 24 agents (two per team)

The machines used are configured as follows:

- Intel Core2Quad Q6600 (4x 2.4 GHz)
- 4 GB DDR2 RAM
- 1 Gbit Network
- OS: Ubuntu Linux 8.04.2 LTS Server AMD64 (2.6.24-19-server)

3 Schedule & Tournament Mode

- Remote participation is not possible.
- The exact schedule will be determined at the competition site and will, of course, strongly depend on the number of teams participating.
- All matches will be started automatically by the HLM league manager. Teams have to provide a corresponding start and kill script for their team matching the template script provided.
- In the elimination round or place matches, the penalty shootouts will be started automatically after the extra halves if the game ends with a draw.
- For further information related to issues such as fair-play and code of honour it is referred to the rules of the RoboCup 2007 World Championships Tournament
  `https://wiki.cc.gatech.edu/robocup/images/9/9e/Rules_2d.20070617.pdf`

3.1 Preliminary Tournament Plan

Given that six teams are registered the tournament plan looks as follows:

Thursday, 15.04.2010 Set-up, team tests, and preliminary round-robin round. Each of the participating teams faces each other one, points are accumulated. The results of this day's matches are not of relevance for the further course of the tournament.

Friday, 16.04.2010 Main round-robin round. Each of the participating teams faces each other one, points are accumulated. The resulting ranking (rank M1, M2, ..., M6) determines Saturday's matches.

Saturday, 17.04.2010 Teams M1 and M2 are directly qualified for the semi-finals. The remaining teams determine the two further semi-final participants using a play-down round-robin round.

– Play-Downs: Teams M3, M4, M5, and M6 face one another in an additional round-robin round (6 matches in total). The resulting ranking (rank P1, P2, P3, P4) determines which teams take part in the semi-finals.

– Semi-Finals: Teams M1 and M2 as well as P1 and P2 join the semi-finals. Each semi-final consists of two matches (first leg and second leg). If both matches end with a draw *or* each of the matches is won by one of the teams with a balanced joint goal difference, then an additional decisive match takes place. If this match ends with a draw after regular as well as after extra time, then the winner is determined using penalty shootouts.

  • Semi-Final 1 (SF1): M1 vs. P2
  • Semi-Final 2 (SF2): M2 vs. P1

Sunday, 18.04.2010 The final match as well as the match for the third place take place. If a match ends with a draw after regular as well as after extra time, then the winner is determined using penalty shootouts.

– Third Place Play-Off (F3): loser of SF1 vs. loser of SF2
– Final Match (F1): winner of SF1 vs. winner of SF2