

RCJ Croatia 2022 CoSpace – Rules

RCJ Croatia 2022 CoSpace competition will be held completely online. For competition will be used CoSpace Simulator 2022 V8, available on the Internet page www.cospacerobot.org and <https://robocupcroatia.com> as well.

Competition will be held accordingly to the rules that were used during RCJ 2021, considering that this category will not be a part of this year's European and World RCJ competition.

Technical Interview and Technical Challenge are not part of this competition.

The competition is divided into 3 categories:

- Preliminary age to 11 years old
- Preliminary age 11 to 14 years old
- Advanced

Age limits are determined according to the rules of RoboCupJunior organisation. Age is defined as the age of the students as on July 7th 2022.

The tournament will be divided into 2 phases. In the first phase teams will be drawn into groups that will have either 4 or 3 teams, depending on the number of participating teams. Teams from the same group will play against each other. After the end of group stage, winners of each group enter the second phase of the competition.

In case that there will be less than 4 groups, minimal number of 4 teams in second phase will be filled with second or lower placed teams from groups. Ranking of those teams is determined by total amount of points collected during the games in the first phase. Second phase is based on the elimination system. Four best teams enter the semi-finals. Winners of the semi-finals enter the match for the 1st place, while losers play the match for the 3rd place.

After the end of team registration, group stage draw will be livestreamed on platform Discord. Participants will be notified about exact time of draw via e-mail. Immediately after the group draw, there will be a draw for the second round of the competition. Non-team members are also allowed to watch the draw.

In the first phase of the competition, teams in all categories will get the map 24 hours before the deadline for submitting their program codes. Teams should send their codes on e-mail address dponggrac@mail.inet.hr and insert uito@net.hr into CC. Time when the e-mail is sent is considered as the time of program code submission. Each team should submit only one code. Teams that accidentally send more codes will be asked via e-mail to declare which code is their final code for competition.

During the second phase of the competition students will have 4 hours available to program their robots and submit the program code. Same time will also be available for the final games.

Maps will be released on the platform Discord and the exact release time will be announced during the group stage draw.

Non-team members are not allowed to help team members during programming.

In case that participants will not enter their team name in simulator they will not be disqualified, but they will be punished with 200 points deduction during that match. Score with points deduction will be considered as team's final score for that match.

All games will be livestreamed via Discord. Presence of team captain or co-captain is necessary during the games. Teams that will not have team captain present at the matches will not be allowed to use a tool „relocate“. During one game, maximum of 3 „relocate“ calls are allowed for each team. In case of one team's robot interfering and drastically colliding with other team's robot, judge will have the final word on eventual penalty.