

# **Korea Robot Game Festival 2009**

## **Guide and Regulations for the Humanoid Fight Competition Event**

### Article 1. Range of Competition

- 1-1. No age limitation
- 1-2. Individual Match: The number of players constituting a team may not exceed two persons
- 1-3. Less than 2kg (Amateur class) & 2kg or more (Professional Class)

### Article 2. Game Summary

2-1. Two Humanoid Robots fight against each other inside an octagonal ring, and the winner is decided under the regulation stipulated by the hosting party.

### Article 3. Robot Regulation

3-1. [Common Humanoid Robot Specifications in Korea Robot Game Festival 2009] Regulations shall apply.

### Article 4. Rules to be observed by Participants

- 4-1. The participants shall completely submit to the decision of the umpire and judging committee.
- 4-2. Time is of the essence in this event, so participants are obliged to observe the following regulations;
  - 1) The participant must inform his/her intention of participating in the game by the deadline for the competition announced by the hosting party. When submitting the application, the relevant robot failing to meet the requirements under the Robot Regulations may not participate in the game. The robot may participate in the game only when it is registered in accordance with the requirement the Robot Regulation by the closing time through proper modification.
  - 2) For the Participant, the preparation time of at least one hour will be given before the game starts since he/she submitted an application for participation in the game, which includes the exercise within the actual ring. The participants may use the ring within the range of exercise time at their options.
  - 3) To remind the participants to be ready for competition, the hosting party will deliver three(3) call signs. The relevant participant shall be ready in place for competition within three minutes from the last call sign. The participant failing to appear within the said specified period will be considered disqualified.
- 4-3. The time in detail according to the operation of the competition regulation is subject to change.
- 4-4. Identification for distinguishing the team shall be distributed by the Hosting Party in the Game Venue, which, during the relevant game, must be attached to the participating without fail. The Robot without the required identification will be disqualified.
- 4-5. Top priority shall be given to safety by the Participants and the Hosting Party.
- 4-6. Operator who participates in the game may not leave his/her operator seat without the prior permission of the umpire and judges. The operator leaving without such permission shall be issued a warning.
- 4-7. No one except the player and operation staff is allowed to enter the Game Venue and player standby room. Anybody violating this regulation shall be issued a warning.
- 4-8. If a player participating in Humanoid sector and some other sector simultaneously, and may not be on time for participation in the other game, it shall not be warned nor treated disqualified, but the Hosting Party may adjust the order of the games to let him/her participate in the game in such a manner of advancing the next game instead.

### Article 5. Competition Regulations

- 5-1. Qualifying tournament game shall be conducted for one (1) round of two minutes.
- 5-2. Finalist tournament game shall be conducted for three (3) rounds of two minutes each, where the robot winning against the opponent robot for first two rounds is declared as the champion.
- 5-3. In case the final winner is not determined after the regular rounds are over; the game will go into overtime for a further one (1) minute. Any robot that wins the first score will be declared the winner. (Sudden Death)
- 5-4. The team with the highest score after the end of the round will be declared the winner provided that the team gaining the first six (6) points is declared the winner regardless of the remaining time in the round, and the round will automatically end.
- 5-5. The scoring during the game shall be in accordance with the following regulation;

1) When the robot knocks the opponent down, two (2) points will be given to the attacking robot.

2) When the robot falls down while walking or attacking, it will be regarded to have slipped, and one (1) point will be awarded to the opponent.

3) When a warning is given to a robot under the game regulation, one (1) point will be given to the other robot.

5-6. Two (2) minutes will be allowed for free time between declaring the start of the game and the commencement of the actual game. If it is delayed because of a robot, a warning will be given to the delaying party. At every two minutes after the first warning, another warning can be given. When a team fails to start the game within six minutes in total, the delaying team will be regarded as disqualified.

5-7. After the game starts, the Robot has to walk at least two steps before attacking the opponent

5-8. When knocked down or if it slip and falls, the robot must walk at least two steps after getting back on its feet in order for the game to be carried on.

5-9. Sitting down for the purpose of attack or defense is allowed but for three seconds only. If the robot sits on the same place more than three seconds, a warning will be given. Moving while in a sitting position is forbidden. The walking must be performed in such a manner of maintaining the angle of knee joint at 90 degree or more. Whether the robot walks in such way or not will be determined by the umpire. When the robot violates this, a warning will be given.

5-10. When knocked down, if the robot is unable to return to its feet before the umpire finishes counting to ten (10), it will be regarded as Knock Out (KO), and the game will be over.

5-11. During the game, even if two robots get entangled and fall down, the game will be continued provided that the umpire may resume the game with two of them separated by a certain distance if it is deemed impossible to continue the game.

5-12. During the game, if a team wants to forfeit, the player may notify the umpire of such opinion. If it is deemed by the umpire and judges that the game may not be conducted any longer, the game can end with Technical Knock Out declared.

5-13. Regulation on Knock Out

1) When the robot attacks the other causing the area other than its both soles of the feet touch the bottom of the Game Venue, it is regarded as KO. In this case the defense of three points is not accepted.

2) When any area other than both soles of feet of the robot happens to lie on the ground without being attacked by the opponent, it is regarded to have slipped. 3-point walk is not admitted

3) When any area other than both soles of feet of the robot happens to be on the ground for the purpose of attacking the opponent, it will be regarded to have slipped. 3-point attack is not admitted.

4) If the robot does not move at all for 10 minutes in standing position, it will be regarded as Knock Down, when the umpire will start count.

5) When the robot is forced out of the game venue by the opponent's attack or goes out by itself, it will be regarded as a Knock Down.

6) When the player touches the robot without the umpire's permission during the game, it will be regarded as a Knock Down.

7) When the player happens to touch the robot that falls out of the Ring, it will be regarded as a Knock Down, provided of once only in terms of protecting purpose.

5-14. The participating player may not demand <Time> during the game. When the time is called by the team, two(2) penalty points will be assigned to the calling party. Two(2) minutes will be allowed when the time is called, but two (2) penalty points will be given to the calling party per every two minutes.

5-15. When the robot is knocked down by an effective attack from the opponent, time is now allowed for the knocked-down team.

5-16. When it falls under any of the following cases, the team will lose the game regardless of the remaining time in the round left and the score it acquired during such time.

1) When the participant expresses his/her desire to give up.

2) When the participant receives three warnings.

5-17. The matters not stipulated in this Regulation shall be in accordance with the standard that applies to general competitions, which will be discussed between the umpire and judges, announced to the public and then fairly applied, for which the Participant may not raise any objection.

Article 6. Warning and Disqualification

#### 6-1. The reasons for a warning

- 1) When the robot sits down or remains on its knees for three (3) seconds or longer
- 2) When the team delays the start of the game for two (2) minutes or longer.
- 3) When the player leaves from the specified place without the umpire's permission.
- 4) When the relevant team member (s) except the Participant enters the Game Venue and player's standby room without permission.
- 5) When the team lets the robot move before the game starts without the umpire's instruction.
- 6) When the Participant directly touches or modifies the robot during the game without the express permission of the umpire or operation staff.
- 7) When affecting the operation of the game of the opponent by yelling or bodily touches, etc.
- 8) When the team fails to follow the instruction of the operation staff and disturbs the flow of the game

#### 6-2. Reasons for disqualification

- 1) When the Robot fails to comply with <Article 3 Robot Regulation>.
- 2) When the three warnings are issued.
- 3) When the team fails to register the entry by the closing time on the day of the competition.
- 4) When the team fails to respond to the call for participation (See the Article 4-2 (3))
- 5) When the team rejects to attach the identification provided by the Hosting Party.
- 6) When the robot is deemed to cause injury because of instability

### Article 7. Method of Tournament

7-1. The game is conducted in a tournament style, where amateur class and professional class are carried on in tournament. The confrontation table will be decided in such a manner of the participant's self-choosing by lots among the teams that completed registration as player on the day of competition, where some team (s) may draw based on the number of participating teams.

7-2. On the day of competition, the Hosting Party can elect the team that will participate in the qualifying tournament through separate qualifying teats.

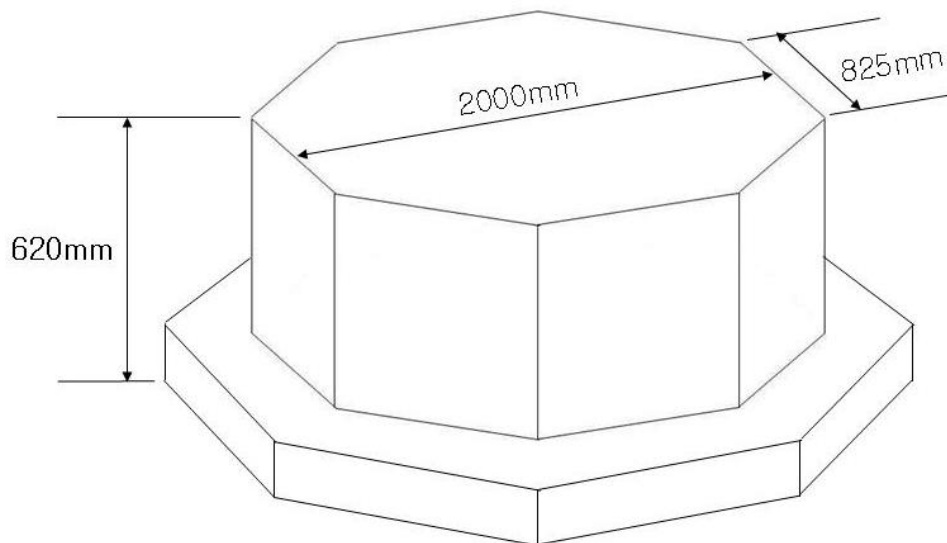
7-3. Through the qualifying tournaments, a certain number of teams determined by the Hosting Party shall be screened for the finalists' tournament.

7-4. A specific team may win without fighting due to forfeiture by the opponent, disqualification, etc.

7-5. Through the finalist competition between the winners of Amateur Class and Professional Class. The integrated champion may be determined. The competition regulations shall apply the Finalist Tournament Regulation

### Article 8. Game Venue specifications

8-1. Dimensions of Game Venue in detail or the position of startup shall be as follows;



8-2. The tolerance of specifications of Game Venue shall be allowed within a 10% range.

8-3. At the external area of the Game Venue, impact-absorbing materials shall be installed for the protection of the robot.