



Soccer Simulation 2D RULES

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Soccer Rules | Simulation 2D

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1. Introduction	03
2. Binary Files	03
3. Competition	03
4. Game Schedule	04
5. Tests	04
6. Remote Participation	04
7. Responsibilities	04

1. Introduction

Below are the basics information that must be observed and followed by all competitors to participate in the Soccer 2D Simulation category of RCX 2023.

Server Version: The RCSSServer used for the competition will be version 17.0.1.

Monitor Version: The RCSSmonitor used for the competition will be version 16.1.0.

2. Binary Files

The binary files of the teams must be sent/delivered to the responsible person for the category in the competition with a minimum of 60 minutes before the start of each round (the rounds will be defined in the competition).

The submission of the binary file is mandatory for all teams before the first round. The team that fails to submit the files within the stipulated time will not have the right to compete in the corresponding round. In addition, the opposing team will be declared the winner by W.O. in all matches where this competitor is scheduled to play, and the score of these matches will be 3-0 in favor of the opponent.

For the second round, if the team chooses to keep the same binary file used in the previous round, this must be formally informed to the responsible person for the category in the competition.

3. Competition

The competition starts with 2 rounds, both with a match against each other, where the team that played as the home team in the first round will be the visiting team in the second round and vice versa. The score of the rounds is cumulative, following the convention of 3 (three) points for the winner of each match, 1 (one) point for each team in case of a draw in each match, and 0 (zero) points whenever the team is defeated.

The final classification after the 2 rounds is from the highest scorer, first place, to the lowest scorer, last place. In case of a tie in points, the goal difference is used as a tiebreaker, and if the tie persists, the total goals scored. If the condition of a tie still persists after using the mentioned criteria, the responsible person for the category will define the tiebreaker with the involved teams.

The top four teams at the end of the 2 rounds compete in the semifinals, with the first-place team playing against the fourth-place team, and the second-place team playing against the third-place team. There is one game in each of the two brackets. The winner of each of the 2 brackets is declared based on the accumulated goals of the 2 matches, with the winner being the team that obtained the highest goal difference.

In case of a tie, penalty kicks are taken, with 5 kicks for each team. If the tie persists, kicks are taken alternately between the opposing teams until one team scores and the other team does not in the same round.

The definition of the first and second places will be made between the winners of the semifinals and the third-place match will be played between the losers of the semifinals, following the same criteria of the semifinal phase, with a penalty shootout in case of a tie after regular time.

4. Game Schedule

The game schedules will be defined on the first day of the competition and communicated to all registered teams in the category briefing.

5. Tests

All teams have the right to test binaries and friendly matches with other competitors at times defined by the organization, which will be informed on the first day of the competition during the category briefing.

6. Remote Participation

Teams may participate in the competition remotely, i.e., without being physically present. To do so, the competitor must commit to sending the binary files to the responsible party for the category within the deadlines established for all other competitors, regardless of whether they are present or remote, to the email equiperobotbulls@gmail.com with a copy to eventos@robocore.net.

7. Responsibilities

There are no organization resources to identify problems in the team startup procedure, and as such, it is exempt from any responsibility. Therefore, representatives from each team must follow and ensure that the startup of their code occurs easily and without problems on the competition platform, which may differ from the development platform used by each team.