

Soccer 1-1 Open Rules 2022

October 14th, 2021

Basic Rules

The Soccer 1-1 Open Rules are based on the international RoboCupJunior Soccer Open Rules <http://junior.roboocup.org/rcj-soccer-open> (as of October 14th, 2021).

The following changes apply for the Soccer 1-1 Open League:

Robots

Each team is allowed to have only one robot for the full tournament. In general, the regulations of the Soccer Lightweight League (§8.2 “Regulations”) apply, with the following exceptions.

Motors are allowed only if their stall current reaches at most 2 A. If requested, the team should be able to prove this by providing the spec sheet of their motors. The motors of the LEGO system or Fischertechnik system fulfill this requirement. No proof is required in this case.

The robots are allowed to have a weight of up to 2.200g and voltage of up to 15.0 V.

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 was previously called RCJ-05.

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” (§1.9), since there are no boundaries.

There is no rule "Inside the Penalty Area" (§1.7).