



## Soccer Rules (2009)

Last updated: Updated: 23 December 2008

by RCJ-2009 Soccer Technical Committee: Sebastian Polly (chair), Martin Bader, Brian Thomas, Tairo Nomura, Eduardo Pinto and Gio Spina

*Note: Changes from 2007 rules are highlighted in red.*

*Translated by RoboCupJunior Hong Kong*

### 1. FIELD 場地

#### 1.1. Playing Fields. 比賽場地

1.1.1. Two different kinds of playing fields may be used. These are referred to as: "version A" (walled field) and "version B" (open field).

兩個不同的比賽場地均可能使用。分別是指「版本 A」（圍牆式賽場）及「版本 B」（開放式賽場）。

*NOTE that the walled field (version A) is the same size and shape as the field used at RCJ-2000 through RCJ-2008. The differences (detailed below) are that the floor is a different color and material (green carpet instead of greyscale) and the goals are colored yellow and blue (instead of black).*

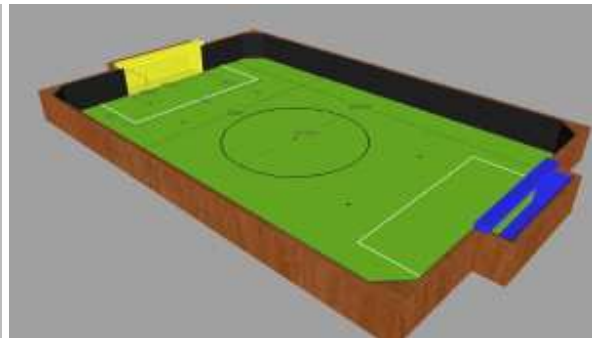
注意：圍牆式賽場（版本 A）的尺寸和形狀均與 RCJ-2000 至 RCJ-2008 年度的相同。差異（詳情見下文），是地板的顏色和材料（綠色地毯取代了灰階紙），球門被塗上黃色及藍色（取代了黑色）。

1.1.2. Version A (walled): The playing field is 122 cm by 183 cm. The corners are flattened. The playing area is surrounded by walls. The field is pictured below:

版本 A（圍牆式）：比賽場地為 122 cm X 183 cm。角落均為一個三角形（避免死角）。比賽場四周被牆包圍。場地圖樣如下：



walled field (version A) view 1  
圍牆式賽場(版本 A) 圖一



walled field (version A) view 2  
圍牆式賽場(版本 A) 圖二



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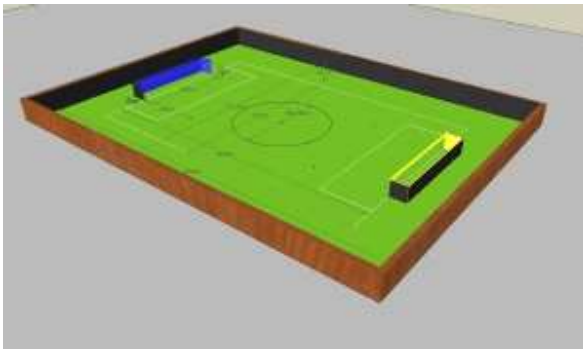
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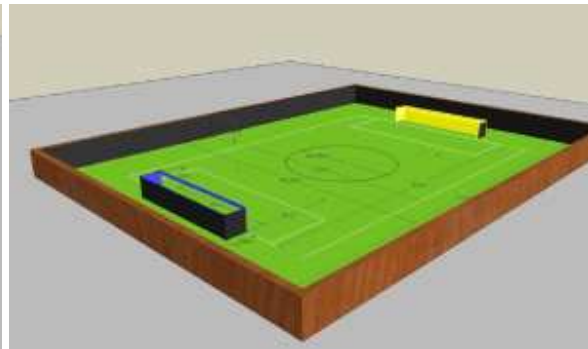
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1.1.3. Version B (open): The playing field is 122 cm by 183 cm. Around the field is an "out-area" of 30 cm width. The total dimensions of the field, including the out-area, are 182 cm by 243 cm. The field is pictured below:

版本 B（開放式）：比賽場地為 122 cm X 183 cm。圍繞場地的稱為「界外球區」，闊 30 厘米。場地總尺寸包括「界外球區」為 182 cm X 243 cm。場地圖樣如下：



open field (version B) view 1  
開放式賽場(版本 B) 圖一



open field (version B) view 2  
開放式賽場(版本 B) 圖二

## 1.2. Floor. 地板

1.2.1. For both versions of the playing field (A and B), the floor consists of green carpet on top of a hard, smooth surface.

不論版本A及B比賽場地地板都鋪上了堅韌及柔軟的綠色地毯。

## 1.3. Walls. 牆壁

1.3.1. Walls are placed all around the field, including behind the goals and, if applicable, the out-area (for the version B field).

足球場地的四周，包括球門和界外球區（版本B場地）的後面都有牆壁。

1.3.2. The walls are 14 cm high.

牆壁的高為 14cm。

1.3.3. The walls are painted matte black.

牆面塗有啞光黑漆

## 1.4. Goals. 球門

1.4.1. The width of each goal for the version A (walled) playing field is 45 cm, centered on each of the shorter sides of the playing-field. The goal is 14 cm high. It has a cross-bar on top (to prevent robots from entering the goal). The interior of the goal including floor, walls and cross-bar are painted, one side yellow, the other side blue. The exterior is painted black.

版本A（圍牆式賽場）的球門寬度為45cm，位於場地底線（窄邊）的中央。球門高度為14cm，上面有橫樑（防止機械人進入球門）。球門內側的地板、牆壁及橫樑都塗上顏色，一方為黃色，另一方為藍色，球門外側被塗成黑色。



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1.4.2. The width of each goal for the version B (open) playing field is 60 cm, centered on each of the shorter sides of the playing-field. The goal is 10 cm high. It has a cross-bar on top (to prevent robots from entering the goal). The interior of the goal including floor, walls and cross-bar are painted, one side yellow, the other side blue. The exterior is painted black.

版本B（開放式賽場）的球門寬度為60cm，位於場地底線（窄邊）的中央。球門高度為10cm，上面有橫樑（防止機械人進入球門）。球門內側的地板、牆壁及橫樑都塗上顏色，一方為黃色，另一方為藍色，球門外側被塗成黑色。

### 1.5. Neutral Spots. 發球點

1.5.1. There are five (5) neutral spots defined in the field.

兩種比賽的場地都定有五個發球點。

1.5.2. One (1) is in the center of the field.

其中一個發球點在場地中央。

1.5.3. Four (4) are adjacent to each corner, located **a goal width** along the long edge of the field, aligned with each goal post **towards the middle of the field (from the goal post)**.

其餘四個發球點位於四個牆角附近，沿著賽場的長邊分佈；同時，發球點與長邊保持一個球門寬的距離，發球點為靠近場地中部且與門柱並排。

1.5.4. The neutral spots are positions on the field where the referee can place robots or the ball in case play is interrupted (see Interruption of Game Play).

發球點是裁判在比賽中斷（參見「比賽中斷」）情況下放置機械人或足球的位置。

1.5.5. The spots are marked by a small **black circle** on the floor of the field.

發球點會用黑色的圓點在地板上標示出來。

1.5.6. The ball is to be placed on the goal neutral spots if an interruption occurs while it is in the goal area. The ball is placed in the central neutral spot if an interruption occurs while it is in the Centre Area. See the diagrams in 1.1.2 or 1.1.3.

比賽中斷情況如果出現在球門區，可以把球放在最近球門的發球點上；如果出現在場地中部，則把球放在中央發球點上。見1.1.2 或1.1.3 圖解。

### 1.6. Lighting and Magnetic Conditions. 照明和磁場

1.6.1. Teams must come to tournaments being prepared to calibrate their robots based on the lighting and magnetic conditions at the venue. Every effort will be made by organizers to **place the fields in a way that the influence by external infrared light is as low as possible and that the sensor readings of the earth's magnetic field are distorted as little is possible**. However **perfect conditions cannot be guaranteed**.

參賽隊伍應於比賽前先到比賽場地，準備和調校好自己的機械人，使它能適應場內的照明和磁場。大會放置場地時，會盡可能減少場地受到外界紅外線的干擾及盡可能減少地球磁場對傳感器讀數的扭曲。但是，無法保證能做到盡善盡美。

### 1.7. Center Circle. 中央圓圈

1.7.1. A center circle will be drawn on the field.

場地上的中央將畫上一個圓圈。

1.7.2. It is 60 cm in diameter.

圓圈直徑 60cm。

1.7.3. It is drawn in black.

圓圈為黑色邊。



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### 1.8. Penalty Areas. 罰球區

1.8.1. In front of each goal in the version A (walled) playing field, there is a penalty area which is 30 cm wide and 75 cm long. 版本 A (圍牆式賽場) 的球門前方為闊 30cm，長 75cm 的罰球區。

1.8.2. In front of each goal in the version B (open) playing field, there is a penalty area which is 30 cm wide and 90 cm long. 版本 B (開放式賽場) 的球門前方為闊 30cm，長 90cm 的罰球區。

1.8.3. The penalty areas are marked by a white line of at least 10 mm width for both versions of the playing field. 兩個不同賽場的罰球區邊線都是由最小 10mm 闊的白線圍成。

## 2. Robots. 機械人

### 2.1. Dimensions. 尺寸

2.1.1. Robots will be measured in an upright position and with all parts fully extended. 測量時機械人必須處於直立狀態，並且伸展開所有的部件。

2.1.2. A robot's dimensions must not exceed the following limits:

機械人尺寸不得超出以下限制：

<i>size/diameter:</i>	22 cm
<i>height:</i>	22 cm
<i>weight:</i>	2.5 kg
<i>ball-capturing zone:</i>	3 cm

### 2.2. Control. 控制

2.2.1. Robots must be controlled autonomously.

機械人必須是自動控制的。

2.2.2. Robots must be started manually by humans.

機械人必須由人手啟動的。

2.2.3. The use of remote control of any kind is not allowed.

禁止使用任何遙控方式操控。

### 2.3. Coloring. (previously called Marking/Coloring.) 顏色 (原先稱標識/顏色)

2.3.1. Robots are not allowed to be coloured yellow or blue in order to avoid interference with the goal colours. Yellow or blue parts used in the construction of the robot must either be occluded by other parts from the perception by other robots or be taped with a neutral colour.

機械人不得塗成黃色或藍色，以避免干擾機械人辨認球門顏色。機械人構造上的黃色或藍色部分必須用其他部件遮蓋或塗成另一顏色。

### 2.4. Team 隊伍

2.4.1. Each team is allowed to have at most two robots.

每支隊伍僅容許擁有兩個機械人

2.4.2. The substitution of robots within a team or with other teams is forbidden.

嚴禁隊伍或向其他隊伍使用後備替換機械人。

2.4.3. A team consists of one or more human members.

隊伍由一個或以上的隊員組成。



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### 2.4.4. Captain 隊長

2.4.4.1. Each team must designate a "captain" before the start of a game.

比賽開始前，每隊須選出一名隊長。

2.4.4.2. The captain is the person responsible for communication with the referee.

隊長有責任與裁判溝通。

2.4.4.3. The team can replace its captain during the competition.

比賽期間，隊伍中的隊員可替代隊長。

2.4.4.4. The captain is not allowed to wear any yellow or blue clothes that can be seen by the robot (to avoid interference with the goal colour).

隊長不容許穿著黃色或藍色的衣服，避免機械人對球門辨別造成干擾。

### 2.4.5. Violations 違規

2.4.5.1. Teams that do not abide by the rules are not allowed to participate.

若隊伍不遵守規，則不允許參加比賽。

2.4.5.2. The referee can require the team captain to change clothes or to be replaced by another team member if interference with goal colour is suspected.

當球門顏色懷疑受到干擾時，裁判可要求隊長更換衣服或由另一隊員擔任。

## 2.5. (previously section 2.6) Ball Capturing Zones. (原先2.6部分) 控球區

2.5.1. (previously 2.6.1.) Ball-capturing zone is defined as any internal space created when a straight edge is placed on the protruding points of a robot.

(原先2.6.1) 控球區定義為：任何突出的部位連接在機械人身上而形成的內部空間。

2.5.2. (previously 2.6.2.) This means the ball must not enter the concave hull of a robot by more than **3 cm**.

球不得進入機械人外殼深度超過3cm。

2.5.3. Furthermore, it must be possible for another robot to take possession of the ball.

此外，控球區必須能夠讓另一機械人奪走足球。

## 2.6. Agility (previously named "Ball Capturing Zone" section, which is now section 2.5.)

敏捷 (原先稱「控球區」部分，即現在的部分2.5。)

2.6.1. Robots must be constructed and programmed in a way that their movement is not limited to only one dimension (that means one axis). They must be able to move in all directions, for example by turning.

搭建及編程的機械人移動方式不限於單一轉軸，機械人必須能夠作各方向活動，如轉向。

2.6.2. Robots must be constructed and programmed in a way that they do not enter the goal. Robots are allowed to use the cross-bar.

搭建及編程的機械人必須做到不會進入球門，但容許機械人利用(觸碰)球門的橫樑。

## 2.7. Communication 通訊

2.7.1. Robots are not allowed to use any kind of communication during gameplay.

比賽期間不容許機械人之間有任何通訊。



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### 2.8. Additional regulations of the leagues 大會附加規則

2.8.1. A tournament may be organized in different leagues. Each league (e.g., an "Open Platform League") may have its own additional regulations, including regulations affecting the construction of robots. Such regulations will be passed by the RoboCupJunior Soccer Technical Committee and become a part of this rule.

比賽可能由不同的聯盟組成。每個聯盟（例如："Open Platform League"）可能有自己的附加規則，包括規則對機械人構造影響。這些規則都會先經 RoboCupJunior 足球技術委員會通過及成爲該規則一部分。

### 2.9. Violations 違規

2.9.1. Robots that do not abide by the above specifications/regulations are not allowed to play. 機械人不遵從上述規格或規則，則不容許參與比賽。

2.9.2. If violations are detected during a running game, the team is disqualified for that game. 比賽進行期間如被判違規，隊伍會被取消參賽資格。

2.9.3. If similar violations occur repeatedly, the team can be disqualified from the tournament. 如疑似違規事件重複發生，隊伍可被取消參賽資格。

## 3. BALL 足球

### 3.1. Specification. 規格

3.1.1. A well-balanced electronic ball shall be used. 比賽採用勻稱的電子球。

3.1.2. The ball will transmit infra-red (IR) light. 該球會發射紅外線光。

3.1.3 The ball will be checked for any damage by the referee before each half of the game is started. 在每半場開始前，裁判都要先檢查球是否有損壞。

### 3.2. Suppliers. 廠商

Currently, there are two electronic balls that have been approved by the RoboCupJunior Soccer Technical Committee.

現在 RoboCupJunior 足球技術委員會已認可兩種電子球。它們性能相似，可任選其一作爲 RoboCupJunior 的比賽用球。

3.2.1. IR Roboball MK2 made by Wiltronics (order on-line from: <http://www.wiltronics.com.au/catalogue/shop.php?cid=339>).

由 Wiltronics 製造的 MK2 紅外線球。（線上訂購：<http://www.wiltronics.com.au/catalogue/shop.php?cid=339>）。

3.2.2. RoboSoccer RCJ-04 ball made by EK Japan (email: [info@elekit.co.jp](mailto:info@elekit.co.jp))

由日本 EK 公司製造的 RoboSoccer 足球。（發郵件到：[info@elekit.co.jp](mailto:info@elekit.co.jp)）

3.2.3. The RoboCupJunior Soccer Technical Committee can approve new balls at any time.

RoboCupJunior 足球技術委員會可隨時認可新的足球。



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### 3.3. Tournament balls. 比賽足球

3.3.1. Balls for tournament play must be made available by the event organizers.

比賽用球必須由大會提供。

3.3.2. Organizers are not responsible for providing balls for practice.

大會無責任提供練習用球。

### 4. INSPECTION. 檢查

- At RCJ-2009 in Graz, Soccer will follow the [Open Platform League \(OPL\)](#) rules.

於格拉茲的 RCJ-2009，足球將遵照開放平台聯盟 (OPL) 規則。

- Other events that wish to refer to the previous specifications for INSPECTION, may find these rules here (printer-friendly pdf).

其他事宜，以前的規格可於該處 (printer-friendly pdf) 查閱規則。

### 5. GAME PLAY 比賽

#### 5.1. Pre-game setup. 賽前準備

5.1.1. Organizers will provide access to the competition area for calibration and testing prior to the competition and according to a schedule that will be made available at the start of the event

賽會將於比賽前公佈比賽時間表，並為各個隊伍在比賽前提供進行調試的時間及機會。

5.1.2. Organizers will make every effort to allow at least 10 minutes of setup time before each game.

賽會將盡量安排每輪賽前至少有10分鐘的準備時間。

#### 5.2. Game Procedure and Length of Game. 比賽程序和賽長時間

5.2.1. The game will consist of two 10-minute halves.

上下半場各10分鐘。

5.2.2. There will be a 5-minute break in between the halves.

中場休息5分鐘。

5.2.3. The game clock will run for the duration of the halves without stopping (except if or when the referee wants to consult an official).

整場比賽將持續計時（兩個10分鐘半場），中途不間斷（除非出現「損壞的機器人」情形）。

5.2.4. The game clock will be run by the referee or an assistant.

比賽用的計時器由裁判員或其助手負責。

5.2.5. Teams are supposed to be at the table 5 minutes before their game starts. Teams can be penalized one goal per minute at the referee's discretion if they are late for the game start.

隊伍應該於比賽開始之前5分鐘到達場區。參賽隊伍遲到的，裁判將可執行判罰：該隊每遲到一分鐘，敵隊可獲得一個入球。

5.2.6. If a team does not report within 5 minutes of the game start, it forfeits the game and the winning team is awarded a 5-0 win.

參賽隊伍於比賽開始後5分鐘仍未到場的，便會喪失比賽權；敵隊以5：0的分數勝出。



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### 5.3. Pre-match Meeting. (previously called Start of Game.) 賽前會議 (原先稱比賽開始)

5.3.1. At the start of the first half of the game, the referee will toss a coin. The team mentioned first in the draw shall call the coin while it is in the air.

上半場開始時，由裁判進行拋擲硬幣，由最先進入本輪的參賽隊伍先猜。

5.3.2. The winner of the toss can choose either which end to kick to, or to kick off first.

猜贏的一方可選擇 (a) 挑邊或 (b) 開球。

5.3.3. The loser of the toss will decide the other option.

另一選項由猜輸的一方決定。

5.3.4. *After the first half, teams will switch sides of the playing field.* The team not kicking off in the first half of the game will kick off to begin the second half of the game.

*上半場結束後，隊伍雙方對調比賽場地。* 上半場無開球權的隊伍將在下半場先開球。

### 5.4. Kick-offs. 開球

5.4.1. Each half of the game begins with a kick-off.

以開球形式開始每個半場比賽。

5.4.2. All robots must be located on their own side of the field.

開球時，所有的機械人必須位於自己的半場。

5.4.3. All robots must **be halted**.

所有機械人必須**停住不動**。

5.4.4. The ball is positioned by the referee in the center of the field.

裁判將球放到場地中央。

5.4.5. The team kicking off places their robots on the field first. Robots cannot be placed nor remain behind the goal line or in the out area. Robots cannot be moved once they have been placed.

獲得開球權的一方須首先把機械人放到賽場上。機械人不能擺放在球門線後，更不容許停留於此。一旦放好，不得移動機械人。

5.4.6. The team not kicking off will place their robots on the defensive end of the field.

不獲開球權的一方稍後可將一個機械人放到自方的場地。

5.4.7. All robots on the team not kicking off must be at least 30cm away from the ball (**that means outside the center circle**).

不獲開球權一方的所有機械人應放置到與足球至少有**30 cm** 的距離。**(即中央圓圈外)**

5.4.8. The referee may adjust the placement of the robots.

裁判可以調整機械人的擺放位置。

5.4.9. On the referee's command (**usually by whistle**), all robots will be started immediately by **each team captain**.

在裁判下令後**(一般用哨子)**，所有的機械人立刻由**每隊之隊長**啟動。

5.4.10. Any robots that are started **early** will be removed from the field **by the referee** and treated as a damaged robot (see rule 5.10).

在裁判哨聲**前搶先**啟動的機械人將**被裁判**移離比賽場地，並當作「損壞的機械人」處理。



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by RCJ-2009 Soccer Technical Committee: Sebastian Polly (chair), Martin Bader, Brian Thomas, Tairo Nomura, Eduardo Pinto and Gio Spina

*Note: Changes from 2007 rules are highlighted in red.*

*Translated by RoboCupJunior Hong Kong*

### 5.5. Human Interference. (previously called Humans.) 參賽隊員干擾(原先稱參賽隊員)

5.5.1. Except for the kick-off, human interference (i.e., touching the robots) during the game is not allowed unless explicitly permitted by the referee. Violators can be disqualified from the game.

除開球以外，除非有裁判明確批准，否則比賽期間是不容許有人為干擾（如解碰機械人）。違規者可被取消比賽資格。

### 5.6. Ball Movement. 球的運動

5.6.1. A robot cannot "hold" a ball.

機械人不得「持球」。

*Hint: Holding a ball means taking full control of the ball by removing all of its degrees of freedom. For example, this would mean fixing a ball to the robot's body, surrounding a ball using the robot's body to prevent access by others, encircling the ball or somehow trapping the ball with any part of the robot's body. If a ball stops rolling while a robot is moving or a ball does not rebound when rolled into a robot, it is a good indication that the ball is trapped.*

提示：持球的意思是，通過堵死足球去路從而實現的完全控球。比如說，把球固定在機械人或設法圈住球；機械人用身體圈住球來阻止其它機械人觸球；或使用機械人身體的任何部分將球包圍或設法圈住。機械人移動時球停止滾動，或是球滾動撞到機械人身體時沒有回彈，這就說明球是被圈住的。

5.6.2. The ball cannot be held underneath a robot.

球不能壓在機械人下面。

5.6.3. The ball must be visible at all times.

任何時候都必須看得見足球。

5.6.4. Other players must be able to access the ball.

其它機械人必須能接觸到球。

5.6.5. The only exception to **holding** is the use of a rotating drum that imparts dynamic back spin on the ball to keep the ball on its surface. Such a device is called a "dribbler".

**持球**唯一例外是轉盤的使用，它可以給球提供向後旋轉的動力，將球維持在轉盤的表面上，這稱為「盤 / 運球」。

### 5.7. Scoring. 計分

5.7.1. A goal is scored when the whole of the ball is inside the goal or if it strikes the back wall of the goal.

當整個足球完全越過球門線或是球碰到球門後壁，即為進球。

### 5.8. Goalie. 守門員

5.8.1. The robot moving first into the penalty area (at least with one part) on a team's defending side is designated as "goalie" until it completely leaves the penalty area.

防守方隊伍最先進入罰球區（至少一部分）的機械人被界定為「守門員」，直至該機械人完全離開罰球區。

### 5.9. Pushing. 推撞

5.9.1. Within the penalty area, the goalie has priority. Attacking robots are not supposed to push the goalie in any way. If the goalie has physical contact with the ball and is pushed by an attacking robot, the ball will be moved to the nearest unoccupied neutral spot. This includes the situation that the goalie has physical contact with the ball and the attacking robot is pushing the ball. If a goal is scored as a result of this situation, it will be disallowed.

於罰球界內，守門員有優先權，進攻的機械人不能以任何方式推撞守門員。如守門員與足球有接觸及被進攻的機械人推撞，足球將被放到沒被佔用而最近的發球點。情況包括守門員與足球有接觸，而進攻的機械人又推球前進。如此情況下進球，將判進球無效。



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### 5.10. (previously 5.9.) Lack of Progress. (原先的 5.9) 進展中斷

5.10.1. (previously 5.9.1.) Lack of progress occurs if there is no progress in the gameplay for a reasonable period of time and the situation is not likely to change. Typical lack of progress situations are when the ball is stuck between robot(s) or between the robot and the wall or no robot is able to detect the ball at its location. The referee will call "Lack of Progress" and will move the ball to the nearest unoccupied neutral spot. If this does not solve the lack of progress, the referee can move the ball to different neutral spots.

(原先5.9.1.) 進展中斷發生指比賽於合理的時段內沒有進展和情況沒有改變跡象。典型的進展中斷，當球被多個機械人夾住，或者卡死在機械人和牆壁之間，或者沒有機械人能探測到足球位置。裁判將示意「進展中斷」並將足球放到沒被佔用而最近的發球點。如未能解決進展中斷，裁判可將足球放到不同發球點。

### 5.11. Out. (version B (open) playing field only) 出界(只限於版本B(開放式)賽場)

5.11.1. The ball is considered as "out" if the whole of the ball is out of the playing area. 如整個足球離開比賽區域，將被界定為出界。

5.11.2. If a ball is out, the referee will reposition the ball on a neutral spot. 如足球出界，裁判會將足球放於開球點。

5.11.3. The captain of the team whose robots did not touch the ball last can choose between the two neutral spots on the half of the field where the ball went out. If one of these neutral spots is occupied by a robot, the captain can also choose to reposition the ball to the center of the field. The decision of the captain must be made immediately by pointing on a neutral spot. If the captain does not decide immediately, the referee will choose a neutral spot instead.

機械人不是最後觸碰足球的一方，其隊伍之隊長可於足球出界之半場，兩個發球點間選一個開球。如有機械人在發球點上，隊長可選擇將足球放於場地中央。隊長必須立即選擇一發球點，如隊長未能立即作決定，裁判將代為選擇一個發球點。

### 5.12. (previously 5.10.) Damaged Robots. (原先的5.10.) 損壞的機械人

5.12.1. (previously 5.10.1.) A robot is "damaged" when: (原先的5.10.1) 界定機械人損壞

- it does not respond to the ball, 對足球沒有反應
- it continually moves into the goal, 持續駛向球門
- it turns over on its own accord, or 自己翻身倒地
- it is stuck to a wall or a corner and cannot free itself. 困於牆壁或角落及自身無法活動

5.12.2. If a robot is damaged, it has to be taken off the field and must be fixed before it can play again. 如果機械人損壞，機械人將從場地上移走及必須於修理後才能繼續參賽。

5.12.3. Only the referee decides whether a robot is damaged. A robot can only be taken off or returned with the referee's permission. 只有裁判能夠界定機械人是否損壞，並且只有在裁判許可下方可移走或放回機械人。

5.12.4. (previously 5.10.4.) A damaged robot must remain off the field for at least one minute. (原先的5.10.4) 損壞的機械人必須離場至少一分鐘。

5.12.5. After a robot has been fixed it will be placed on the unoccupied neutral spot nearest to where it has been taken off, and not directly aiming towards to the ball.

機械人完成維修後，將被放置於其離場位置附近空置的發球點，但不應直接朝向足球方向。



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5.12.6. A robot can only be returned to the field if the damage has been repaired.  
機械人完成維修後方可返回比賽場地。

### 5.13. (previously 5.11.) Multiple Defense. (原先的5.11.)多人防守

5.13.1. (previously 5.11.1.) Multiple defense occurs if more than one robot from the defending team enters its penalty area and substantially affects the game.

(原先的5.11.1.) 如果防守隊伍多於一個機械人進入所屬罰球區，且嚴重影響比賽，即多人防守。

5.13.2. The robot not being the goalie will be moved to the nearest unoccupied neutral spot.  
機械人若不遵從，該守門員將被移到最近空置的發球點。

### 5.14. Interruption of Game 比賽中斷

5.14.1. In principle, a game will not be stopped.  
原則上比賽不會停止。

5.14.2. The referee can stop the game if there is a situation on or around the field which the referee wants to discuss with an official of the tournament.

若裁判要求向比賽委員商討情況或場地四周，裁判有權停止比賽。

5.14.3. When the referee has stopped the game, all robots must be stopped and remain on the field untouched. The referee may decide whether the game will be continued/resumed from the situation in which the game was stopped or by a kick-off.

當裁判停止比賽，所有機械人需關掉及保持於賽場上不動。裁判可能按比賽停止時的情況繼續賽事或重新開球。

## 6. CONFLICT RESOLUTION. 衝突解決

### 6.1. Referee and Assistant Referee. 裁判及助理裁判

6.1.1. All decisions during the game are made by the referee or the assistant referee who are in charge of the table, the playing field, and the persons and objects surrounding it. During game play, the referee's decisions are final. Any argument with a referees decision will result in a Warning. If the argument continues or another argument occurs, this may result in immediate disqualification from the game.  
比賽期間裁判及助理裁判有權處理場區內的表格、比賽場地、人及物品，並作出所有決定。在比賽期間，裁判享有最終裁定權。對裁判決定如有爭論將給予警告；若爭論仍不停止或另一爭論發生，則立即取消其比賽資格。

6.1.2. At the conclusion of the game, the referee will ask the captains to sign the score sheet. By signing the score sheet the captains accept the final score on behalf of the entire team.

比賽終結時，裁判將要求隊長於分紙上簽名。於分紙上簽名指隊長代表整個隊伍接受該最終得分。

### 6.2. Rule Clarification. 規則解釋

6.2.1. Rule clarification may be made by members of the RoboCupJunior Soccer Technical Committee, if necessary even during a tournament.

比賽期間如有需要，RoboCupJunior足球國際技術委員享有規則解釋權。

### 6.3. Rule Modification. (previously called Special Circumstances.) 規則修改(原先稱特殊情況)

6.3.1 If special circumstances, such as unforeseen problems and/or capabilities of a team's robots, occur, rules may be modified by members of the RoboCupJunior Soccer Technical Committee, if necessary even during a tournament.

如特殊情況（例如一些無法預料的問題和／或機械人的性能問題等）發生。比賽期間如有需要，RoboCupJunior 足球國際技術委員享有規則修改權。



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### 6.4. Regulatory Statutes. 法規章程

6.4.1. Each RoboCupJunior event may have its own regulatory statutes to define the procedure of the tournament (for example, the inspection of robots, interviews, schedules, game modes, etc.). Regulatory statutes become a part of this rule.

每個 RoboCupJunior 活動都可有自己的法規章程去定立比賽程序（例如機械人檢測、面試、時間表、遊戲模式等）。法規章程成了規則一部份。

## 7. CODE OF CONDUCT 操行

### 7.1. Fair Play 公平比賽

7.1.1. Robots **are not allowed to** cause deliberate interference **with or** damage **to other** robots during normal game play.  
於正常比賽下，**不容許**機械人故意干擾或損壞**其他**機械人。

7.1.2. Robots **are not allowed to** cause damage to the field or the ball during normal game play.  
於正常比賽下，**不容許**機械人對比賽場地或足球造成損壞。

7.1.3. Humans **are not allowed to** cause deliberate interference with robots or damage to the field or the ball.  
**不容許**人故意地干擾其他機械人或是故意損壞比賽場地或足球。

7.1.4. It is expected that the aim of all teams is to play a fair and clean game of robot soccer. **It is expected that all robots will be built with consideration to other participants.**  
期望所有參賽隊伍皆可公平地進行機械人足球比賽。**期望所有搭建的機械人都顧及其他參加者。**

### 7.2. Behavior. 行爲

7.2.1. All movement and behavior is to be of a subdued nature within the tournament venue.  
所有的行爲及活動必須依照賽場的指示及服從。

7.2.2. All participants are expected to behave themselves.  
期望所有參加者都守規矩。

### 7.3. Help. (previously called Mentors.) 幫助(原先稱教練)

7.3.1. Mentors (teachers, parents, chaperones and other adult team-members) are not allowed in the student work area **unless it is explicitly allowed. Only participating students are allowed to be inside the work area.**  
**除非得到明確批准**，教練（教師、父母、陪人和其他的成人隊員）不允許駐足於學生工作區域。**僅參賽學生可在工作區域內。**

7.3.2. (previously rule 7.3.3.) Mentors must not touch, build, repair or program any robots.  
**(原先稱7.3.3.) 教練不得觸碰、搭建、維修或編程機械人。**

7.3.3. The substitution of robots during the competition within the team or with other teams is forbidden.  
**賽事期間，嚴禁隊伍內部或隊伍之間替換機械人。**

### 7.4. Sharing. 分享

7.4.1. An understanding that has been a part of world RoboCup and RoboCupJunior competitions is that technological and curricular developments should be shared with other participants during and after the competition.  
作為世界 RoboCup 比賽的一部分，大家已達成共識，即賽後參賽者共享技術進步和課程開展情況。



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### 7.5. Spirit. 精神

7.5.1. It is expected that all participants, students, mentors and parents alike, will respect the RoboCupJunior mission.

期望所有的參與者、學生和教練能尊重 RoboCup Junior 的宗旨。

7.5.2. The referees and officials will act within the spirit of the event.

裁判和工作人員的行為應遵守 RoboCup Junior 的活動精神。

7.5.3. *It is not whether you win or lose, but how much you learn that counts!*

比賽意義不在輸贏，重在學習。

### 7.6. Violations / Disqualification. 違規 / 取消資格

7.6.1. Teams who violate the code of conduct can be disqualified from the tournament. It is also possible to disqualify and exclude from further participation in the tournament only a single person or a single robot.

隊伍的操行違規 (CODE OF CONDUCT) 可被取消資格參賽資格，亦可能是單一人士或單一機械人被取消繼續參賽的資格。

7.6.2. In less severe cases of violations of the code of conduct, a team will be given a warning by showing it a yellow card. In severe or repeated cases of violations of the code of conduct a team can be disqualified immediately without a warning by showing it the red card.

對較輕的違規情況，隊伍將獲黃牌警告。對嚴重或重複的違規操行，裁判將向隊伍出示紅牌，無須警告立即取消該隊伍資格。

**Note:** The English version of these rules shall prevail wherever there is a discrepancy between the English and the Chinese versions.

注意：本賽規的中英文本如有歧義，概以英文本為準。