

Team Leader Meeting 7/25/2017

Introduction

- Jacky welcomed everyone and thanked the local organizers for doing a great job in providing everything on a really tight budget
- The team representatives introduced themselves. The team representatives of the following teams were present: HuroEvolution, Eros, T-FLOW, ZJUDancer, WF Wolves & Taura Bots, KUDOS, Sweaty, SEU-UniRobot, ITAndroids, AcYut, NUBots, NKFUST, NimbRo, RoBIU, RoboFEI-HT, Hamburg Bit-Bots, AUTMan, MRL, Unbounded Designers, BarelangFC, Tsinghua Hephaestus, CIT Brains, KIS, Rhoban Football Club, aiRobots, Falconbots, ICHIRO

Fields

- As announced in the email we are aware that there are gaps in the field and that there is no separation between the fields – there is nothing we can do about it and the rules do not specify that this is not allowed, so we expect all teams to adapt
- Doors will be closed for the game days
- Currently the WiFi's on the fields are protected by a password which is written on the router
 - Reason: Otherwise the mobile phones will automatically connect to the routers, since most people in Japan have an app that does this automatically. In order to protect our WiFi from a lot of pings, there is a password set
 - No team indicated that they can not connect to a WiFi with password protection with their robots, so we will keep it this way
- We are still preparing the GameControllers, but they will be all installed for the test games at 7 PM
- There are signup sheets for blocking half of the field for the next three days. You may only block one time slot of 15 minutes at a time. Only after this time slot has passed, you may sign up for the next time slot.

General announcements

- No camping on the fields – one robot and one laptop per team. No hardware building tools, battery chargers, suitcases,...
- Official balls stay on the field at any time. It is a shared resource, so you may not block an official ball for your own testing for too long
- No WiFi access points are allowed at any time - access points will be confiscated by the TC / OC
 - Last year there were even harsher rules by trustees, so you may even be disqualified for having WiFi up
- Don't step on the field lines – we will try to re-paint them, but we are not sure how often this can be done. So please keep off the field lines if you are a human

- No soldering on the team tables – there will be special tables with special protection from tomorrow on, so soldering and all other hardware work that is likely to damage the tables should be done on the special tables
- Signing the result sheet after the game means you accept the result and that the game was played fair and according to the rules. If you have doubts about that, don't sign the result sheet and come to the Technical Committee to complain.
- Serious participation in *all* Drop-In games your team is scheduled for is mandatory for a team to advance to the quarter finals. The same rules as for forfeit apply.
- Robot Inspection: time sheets are up, please select a time and show up on time for your time slot
- Team logos: If you want to have your logo on the GameController and it's not already there, please bring it to the OC table on a USB stick
- **Regularly check the Whiteboards at the OC table, we will announce everything important there (regularly means about once an hour)**

Rules (Manual placement AdultSize)

- Adult Size manual placement – is the robot who is not the player having kick-off allowed to be manually placed on the field?
- After some discussion during the meeting it is announced later that evening that both robots are field players according to the rules, so the defending robot may not be placed manually.

Technical Challenges

- Technical Challenge sign-up until today at 8 PM and we draw the order of teams randomly (making sure it's not too close on any game)
- No show for Technical Challenge even though you signed up will be negatively considered for qualification next year. You have to seriously attempt at least one Technical Challenge - so make sure you show up with your team.

Practice Games today and media visit tomorrow

- We need some practice games today to test the GameController and ensure there are no bugs for the regular games – all teams are encouraged to participate in those practice games
- On Wednesday at 11:15 (roughly, so be there at least 15 minutes earlier), we will have media representatives visiting us. We need active participation and practice games of all leagues during that time slot.

Referee duties

- If you are scheduled for a referee duty and no one of your trained referees shows for up for the referee duty: We confiscate all your robot two hours before the next game for one hour.
- We will have a voting for best referee in the end (no one from TC / Exec) – so if you have a good referee in your game, note down their name and make sure you vote for them in the end

Draw the groups

- We drew the groups for regular games in Kid, Teen and Adult
- We drew the first day pairings for Kid and Teen drop-in
- No one opposed to do the further drawings for Kid and Teen drop-in within the TC/OC only in the same way we drew for the first day

GameController bugs (meeting in the evening after the test games)

- We found some minor bugs in the UI that will be fixed until tomorrow
- One major bug is that the states for Free Kick / Indirect Free Kick / Penalty Kick is in the wrong order – it says “Prepare” (with protocol state 0) first and goes to “freeze” (state 1) after that. This is the wrong order according to the rules. This will be changed over night in the UI (so no change in the protocol), but the order in which the secondary states are send will be flipped.

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Executive Committee Meeting

- There was an Exec meeting with the trustees. Currently, Reinhard, Soroush, Jacky and Sean (who is not in Japan) are in this committee. They had to justify the direction the league is going, money the league is spending, rule changes,...
- Even though the robots have improved the number of goals has decreased – the Execs had to justify the rule changes from the previous years
- There is the idea among the trustees that SPL and parts of the Humanoid League may be merged in the future when the contract with Aldebaran finishes
- The number of fields (in combination with the increasing size in the future) is a major problem, especially if we want to stay inside
- The Trustees asked about the team's scientific papers from the last year. For next year, we need to make sure to collect the scientific papers before the Exec meeting (could be collected on the website, for example)
 - The league only has one paper in the symposium as well – the simulation league has 6!
- There is the possibility to get support from the RoboCup federation up to \$5000. This year, there were a lot of overlapping proposals from within several leagues. Therefore, the Exec committee should ensure next year to join forces on those overlapping proposals.
 - Proposed procedure: Abstracts are submitted to the Execs four weeks before the final deadline and the Exec then looks for overlaps and gets teams in contact, if necessary.

General Comments

- You get an IEEE RAS discount if you sign up as member of RoboCup (contact April for details)
- Trustees will have a real human soccer game on Friday
- There is a RoboCup Asia Pacific tournament in December (a flyer is on the Whiteboard)
- There is a Humanoid Soccer School in the same week in December in Bordeaux (flyer is on the Whiteboard as well)
- We have a storage room that is locked, so you may leave your team stuff there over night
 - If no team uses it, then the room will not be locked anymore – one team requests to use the storage room, so it will be kept locked over night
- Remember to put your robots in a box if you want to take them home in the metro
- Two private routers were confiscated - DO NOT USE PRIVATE WIFI!
- The robocuphumanoid.org website has the up-to-date game schedule and we will keep the results updated there as fast as possible as well.

Election of new TC and OC

- A new TC and OC has to be elected for the RoboCup 2018 in Montreal (June 15 – 23)
- The Organization Committee (OC) is responsible for organizing the league before the event and handle the upcoming tasks during the competition. You should be coming to the next RoboCup

when you want to be in this committee. The committee is elected as a group, so everyone who wants to join is welcome.

- The Technical Committee (TC) works on the rule development of the league and is responsible for the application process (there are probably four spots on the TC available)
- Three seats have to be re-elected for the Exec committee as well – Execs are elected for three years and have to be approved by the Trustees
- There will be signup sheets on the Whiteboard, the election is in the team leader meeting on Friday

Rules / GameController status / Refereeing

- Remember that AdultSize is scheduled to referee the Teen and Kid drop-in games. The first one is tomorrow morning at 9:00 AM!
- The bugs in the GameController were fixed as agreed on yesterday. The new version was available on the computers this morning at 9:00 AM. However, one more bug appeared during this round of bugfixes (a secondary time was added in the old “freeze state”), which is now fixed in the git and on most GameController laptops again
 - Please report all bugs that appear as soon as possible to the TC / OC!
- Free kick in initial 10 seconds leads to the initial ten seconds continue counting down after the free kick. Even this is very unlikely to happen, please do not call a free kick in the first 10 seconds after a kick-off but wait for the 10 seconds to be over

Team Leader Meeting 7/27/2017

- Please remember: If you miss your referee duty, your robot will be confiscated two hours before the next match and released after one hour again
- As announced yesterday, please do not call a free kick during the first 10 seconds after a kick-off (see minutes from 7/26/2017)
- Jacky Baltes reported that during the International Advisory Board meeting President Itsuki Noda highlighted our Drop-In games as a major development at RoboCup 2017. He praised the Humanoid League Drop-In games as major progress together with new leagues in Junior and standard platform leagues in @Home
- Drop-In challenge: it was asked when a robot counts as being out of the match and is therefore not considered for receiving points in case of a score. The TC decided that a robot is only out for penalty or service after the referee announced this. If a team asks for a pick-up, the robot is still counted as “in play”. Only after the referee announces that the pickup is valid, the robot counts as out. However, once the referee made the call, it doesn’t matter if the robot has been physically removed – it is out of the game from the time of the referee’s call on and is not receiving any points for a score until it is unpenalized in the GameController again
- Drop-In challenge: team markers and numbers on the robots are enforced strictly! Please prepare your robots for the next drop-in games tomorrow accordingly
- Reminder: As announced yesterday, the sign-up sheets for next year’s TC and OC are on the whiteboard. Nominees must be added to the list until the team leader meeting on Friday
- Clarification of manual placement of robots: a goal keeper may always be placed manually independent of who has kick-off and who does not. The striker may only be manually positioned if the respective team has kick off. For drop ball, strikers may only be manually positioned if both teams do not have autonomous positioning.
- Due to technical limitations with the current GameController, it is not possible to call a timeout during a free kick. So as in the past years, it is only possible to call a timeout after a goal was scored, after the half time or for a drop ball (this was announced differently yesterday in the referee training, so please tell the referees in your team)

Team Leader Meeting 7/29/2017

General Announcements

- KidSize robots which participated in the Technical Challenges need to be weighted after the meeting for calculating the results
- Refereeing in KidSize semifinals is done by the teams who lost in quarterfinal – check the schedule for details

Rule Discussion

All results are reported: in favor / against / abstain

2 vs 2 Drop-In games in Adult Size

- Proposal: Move to 2-2 games in AdultSize in a Drop-In only style
- Concerns raised:
 - Goal keeper cannot score extra points by scoring a goal – so it should be a rule that teams must switch positions in half time
 - Problem of robot handlers in AdultSize being allowed on the field – it might get too crowded if four humans and four robots are on the field

Voting

Removing Adult Size robot handlers from the field (as in Kid and Teen): 0 / 6 / ? - **rejected**

Have 2 vs 2 Drop-In games only: 5 / 0 / 2 - **approved**

General Discussion about Drop-In Games

- Overall feedback was very positive
- Concerns raised:
 - Proposal to reduce the number of Drop-In games or at least make the schedule less tight
 - Only give points to robots that actually play – revise how it is decided which robot is in play
 - Too many humans are on the field at the same time
 - Scoring should be more fairly (for example the goal keeper is disadvantaged)
 - Too many drop-in games might slow the development of team play down
 - Announce the team drawings longer in advance

Removing Robot Handlers

- Proposal: No robot handlers are allowed on the field anymore. The duty of the robot handlers (picking up robots) shall be executed by assistant referees.
- Concerns raised:
 - Assistant referees might get hurt

- Introduces many possibilities for unnecessary points of conflict (if robots are broken by someone not from the team)
- Teams know better what a dangerous situation for their robots is
- We want to encourage robustness of the robots, software could detect a lot of dangerous situations

Voting

KidSize: 0 / 10 / 3 - **rejected**

TeenSize: 0 / 9 / 0 - **rejected**

General Discussion about the Schedule

- If you come to RoboCup as a team, how many games should be the minimum amount of games you are playing?

Voting

1: --

2: 13

3: 18

4 or more: --

Team Colors

- Proposal: Allowing for a set of team colors similar to SPL
- Concerns raised:
 - In Drop-In the colors must be fix

Voting: 7 / 13 / 4 - rejected

- Proposal: Change the description of team colors to “reddish” and “blueish”

Voting: 22 / 0 / 2 - approved

- Proposal: Increasing the area that has to be covered by the team color on the robot

Voting: 22 / 0 / 0 - approved

Goal Keeper and Penalty Area

- Proposal: Providing more protection of the goal keeper (similar to previous rules with bigger deviation from FIFA rules)

Voting: 0 / 21 / 1 - rejected

- Proposal: Removing illegal defense and illegal attack (to be more in line with FIFA rules)

Voting:

Abandoning of illegal attack: 19 / 2 / 1 – **approved**

Abandon illegal defense: 11 / 8 / 4 - **approved**

Video (Assistant) Referee

- Proposal: Have video recordings of the knock-out games:
- Concerns raised:
 - Too expensive
 - Would delay the games too much
 - There are too many discussions already

Voting: 1 / 22 / 1 - rejected

Improved Seeding

- Proposal: Increase the number that are seeded

Voting: 19 / 0 / 5 - accepted

Introducing Throw-Ins

- Proposal: Introducing throw-ins according to FIFA rules
- Concerns raised:
 - Not practically right now, it takes too long for robots to get there and there is not enough localization right

Voting: 3 / 17 / 3 - rejected

Introduction of a Rookie-League

- Proposal: Creating a new entry level for our league. In the “Rookie league” every bipedal robot without much specification can play.
- Concerns raised:
 - How can often can one participate? Either participation is limited to once or twice per team (how to determine what counts as a team?) or advancing is based on the results

Voting:

Establishing some sort of entry rookie league (details to be determined by TC): 14 / 3 / 5 – **approved**

Other issues brought up

- Request to instruct the referees to pay attention to call pushing if a robot falls into another robot