

# Summary of the changes made to the MSL rules and regulations for 2009

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(On behalf of the MSL Technical Committee 2009)

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- *[RC-3.1]* The number of players has been changed from 6 to 5.
- *[RC-4.2.5]* The communications description has been updated. The closing of the cover of the coach laptop is added to RC-4.2.5. Closing the cover also implies that the robots have to be taken out of the game by handling the robots only, i.e. without using the coach laptop. In case of an emergency the cover may be opened to stop all robots. This than results in a stop of the game, which will be resumed by a free-kick for the team that didn't stop the robots.
- *[RC-8.3/RC-13.4.1/RC-15.1/RC-16.1/RC-17.1]* The game restart moments, except for the dropped-ball, are changed to contain the following items:
  - The robot taking the kick is located at the ball.
  - Robots of the attacking team have to be at least 1 m from the ball and may not move until the ball is in play.
  - Robots of the defending team have to be at least 2 m from the ball and may not move until the ball is in play.
  - The referee gives a signal.
  - A player of the attacking team kicks the ball.
  - The robot taking the kick should either use its kicker or one of its sides to instantaneously kick (i.e., without dribbling or dragging) the ball such that it travels freely over a distance of at least 0.5m.
  - The ball is in play immediately after being kicked.
  - After the kick, the attacking team is only allowed to touch the ball a second time after it moved over a distance of at least 0.5m.
  - A goal may be scored only when the ball was touched by another player of the same team.
  - When 10 seconds have passed and the ball wasn't kicked by the attacking team, the defending team can approach the ball and score a goal directly, even without any contact between the ball and any other player. However, even after these 10 seconds, the attacking team can only score a valid goal after the ball has been touched by at least two of its players.

- If a robot of the attacking team except the kicking robot approaches the ball before it is in play, a free-kick will be awarded to the defending team.
- *[RC-12.0/RC-12.3.1]* The time the ball is allowed to roll in a direction that is not natural to the direction of the robot is reduced from 4 seconds to 1 second.
- *[RC-14.3]* The procedure for the penalty kick is changed to the version agreed on by the present team leaders during the RoboCup World Championships 2008 in Suzhou, China.
- *[CR 1.3]* The deadline for submission of the qualification material is set to February 1, 2009.
- *[CR 3.5]* With the change of the penalty-kick procedure, also the decision taking in the Playoffs changed accordingly, i.e. two sets of penalty kick, followed by a toss.
- *[CR 3.6]* The procedure for the case a team does not show up at the beginning of a game is described in CR 3.6.
- *[CR 3.7]* The procedure for the case a team withdraws from a game is described in CR 3.7.