

MSL changes in the rules for 2013 regarding 2012

Changes from the 2102 Rules has been kept to a minimum. You can find a short resume of these changes in the following list (changes are identified [in blue](#)):

RC-Decision 5: (Minor correction

FIFA Decision 5 applies with [2m](#) and [3m](#) distances in RoboCup.

RC-4.2.4.3:

Top Markers

[The triangles in the top markers are no longer required. The square in the top marker is now centered.](#)

RC-4.2.5:

Communications -> Competition setup

[The Network Monitor is no longer required.](#)

RC-13.4.1:

RC-15.1:

RC-16.1:

RC-17.1:

Procedure

- When 10 seconds have passed after the signal and the ball wasn't kicked by the attacking team, the defending team can approach the ball and score a goal directly ([if the ball is inside the opponent half field](#)), 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.
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RC-8.3:, RC-8.6:, RC-13.4.1:, RC-15.1:, RC-16.1:, RC-17.1:

The following text has been added:

[The above mentioned 2m and 3m refers to the radius of a circle centered on the ball. The robots must be completely out of each circle respectively, depending on its status \(attacking or defending\).](#)

RC-14.1:

Position of Ball and Players (Penalty Kick)

- [The goalie can move at any time as long as it does not leave its goal area.](#)
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RC-14.3:

Procedure

[The goalie is allowed to move at any time within the goal area only.](#)

CR1.2

Qualification Video

The requested actions are: dribbling the ball, avoiding obstacles, kick towards the goal, self repositioning for a kick off, [making a pass](#) and a defending action of the goal keeper. For each of these actions which are shown on the video 3 points are awarded. [For exceptional abilities, apart from those described above, each member of the TC can award up to 8 points.](#) The average over all these evaluation plus the points of the necessary actions will be awarded to the team.

CR 1.3 Due Date, Submission, and Review of Team Qualification Material

All team qualification material must be submitted to the chair of the organizing committee for the Middle Size Robot League [no latter than the date previously announced by the MSL OC.](#)

CR 3.5 Play-offs

If play-off matches end in a draw after regular match time, [an extra 10 minutes extra time will be played. This extra time is divided into two 5 minutes halves with no interval time.](#)

[If the extra time still ends in a draw, the game must be decided by playing a penalty shoot-out.](#)

[If play-off matches are still drawn after a penalty shoot-out, the penalty shoot-out will be repeated and after another draw the match will be decided according to the following set of priority rules:](#)

- [the team with the best goal difference in the tournament so far, wins;](#)
- [the team that made most goals in the tournament so far wins;](#)
- [the team that performed best during the technical challenge wins;](#)
- [the team that performed best at the scientific challenge wins.](#)

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Challenge 1 - Technical Challenge

SCORING:

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[For each of the two passes that have to be performed, two extra bonus points are awarded if the pass is done with a lob shot over one of the obstacles in the field and if the receiving robot is able to control the ball before it goes out of the field.](#)

Challenge 2 - Scientific/Engineering Challenge

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The final classification is obtained as follows:

- The average of the classifications given by each of the team leaders will be calculated (TL_{av}).
- A standard average will then be determined by the average of those averages:

$$CL_{av} = \left(\frac{\sum_{i=1}^n TL_{av}}{n} \right)$$

- Each of the team leaders ratings will then be weighted by the ratio

$$C_r = \frac{CL_{av}}{TL_{av}}$$

- The resulting ratings will then be added up for obtaining the final score.