

June 26<sup>th</sup> 2013

## Notice to all RobocupJunior Soccer teams

Rule clarifications that are in place for this competition:

- Team needs to have at least one functional robot for every kick-off. If it doesn't have one available, the other team rests and get 1 goal per each minute fully elapsed. After 5 minutes, the game ends and the team still outside the field loses the game.
- After a goal is scored for either team, all damaged or out-of-bounds robots are allowed to return to the playing field immediately if they are ready and fully functional.
- If both robots from the same team are out of the field, game will continue allowing the other team to keep playing. This situation will end with either the other team scoring, or with the first robot that went out finishing its one minute penalty and being returned to the playing field.
- Out-of-bounds robots and damaged robots will be treated the same: they have to be outside the playing field for 1 minute or just until a goal is scored, and they can be fixed if the team needs to do so.
- If two teams in the same group have won the same amount of points, the result of the match between them will decide the order of the teams in the group. If this match ended as a draw, the teams will have to play a golden goal. After 10 minutes without a goal in this match, the teams will play one-on-one.

RobocupJunior Soccer Technical Committee and Organizing Committee