

Additional Rules of Soccer Simulation 2D League RoboCup China Open 2008, Zhongshan

November, 2008

Abstract

This document contains the additional rules of Soccer Simulation 2D League of *RoboCup China Open 2008, Zhongshan, Dec. 5-7*. The additional rules are based on the previous rules published on September, 2008.

1 Soccer Simulator

RCSSServer-13.0.*(the latest) will be used in this competition. *However, the initial value of the parameter “server::dash_angle_step” will be changed from 90 to 180.* That means all the agents of this competition can only dash two directions (forward and backward).

The latest simulation can be downloaded at:

<http://sourceforge.net/projects/sserver/>

2 Sample Scripts

As announced in the previous rules, all matches will be started automatically by the league manager script or by human referee. Each team should prepare the scripts of automatical match before the first round matches. The sample scripts can be downloaded at

<http://wrighteagle.org/2D/>

3 Other

The Technical Committee of Soccer Simulation 2D League of RoboCup China Open 2008 has the right to interpret all these rules above. Please feel free to contact *shike15@mail.ustc.edu.cn* if you have any question about the rules.