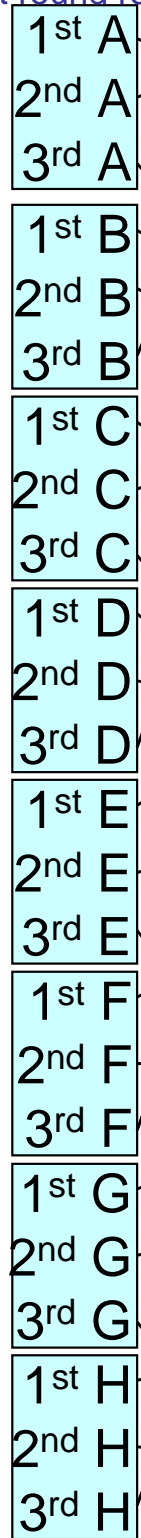


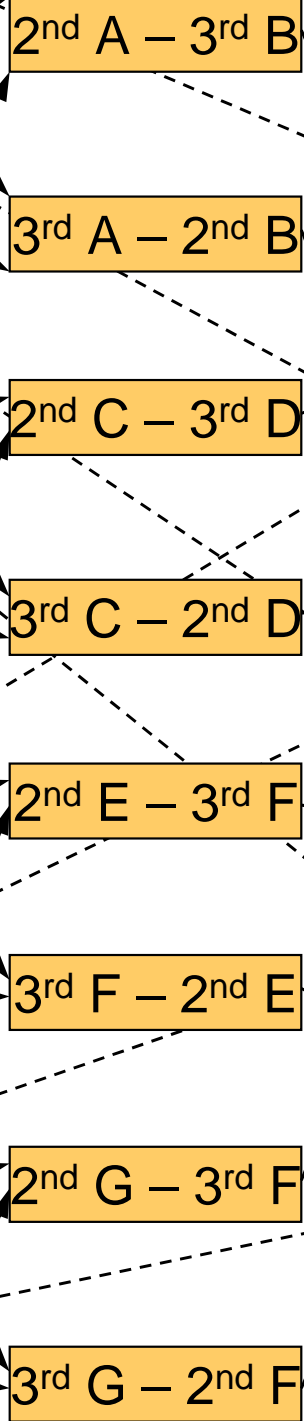
RoboCup 2010:
Game Schedule Humanoid Kid Size
--- Draft, June 19 ---

HL KidSize Games Rooster

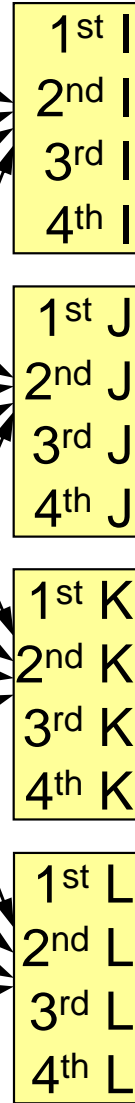
1st round robin



intermediate round



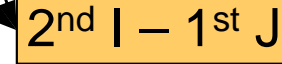
2nd round robin



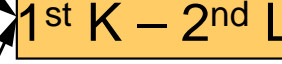
Q1



Q2



Q3



Q4

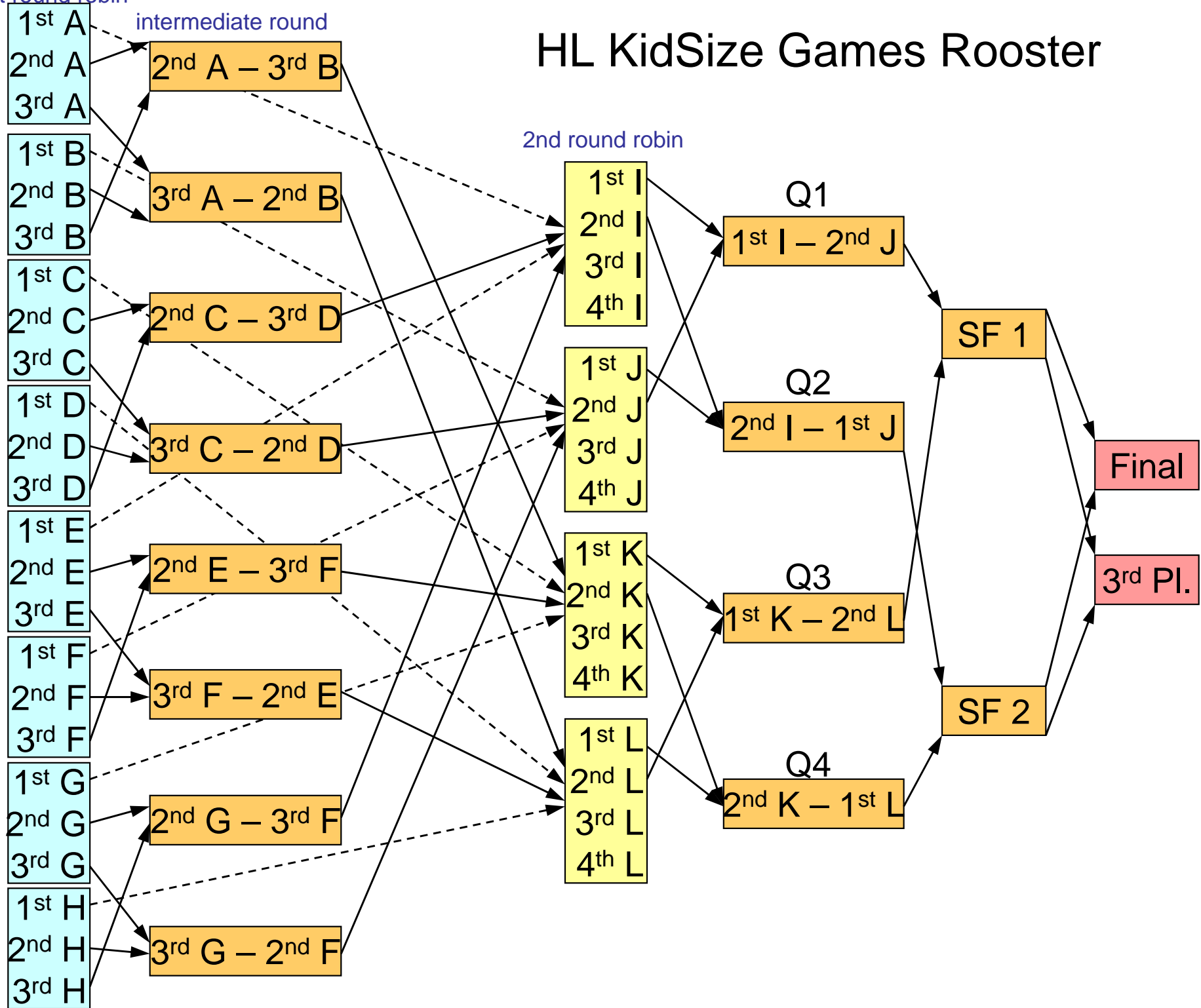


SF 1

SF 2

Final

3rd Pl.



HL KidSize: First Round Robin

- First round robin played with 8 pools of 3 teams each.
 - The best 8 teams (of the previous year) are drawn to the 8 pools A, B, ..., H:
 - 1st & 2nd in A&H, 3rd&4th in B&G, 5th & 6th in C&F, 7th & 8th in D&E
 - With 1st team of last year in A and 2nd team of last year in H and assuming that they win all their games, then they can only meet in the final!
 - If there happen to be 8 newcomers, one of them could also be drawn to each pool to balance them.
 - If there are only $24 - m$ teams (e.g. $m = 1, 2, 3$), then m empty slots can be added either to A, H, etc. or drawn to round robin groups.
- Ranking after $8 \times 3 = 24$ games:
 - A1, A2, A3
 - B1, B2, B3
 - C1, C2, C3
 - D1, D2, D3
 - E1, E2, E3
 - F1, F2, F3
 - G1, G2, G3
 - H1, H2, H3
- 1st ranked teams directly proceed to second round robin.
- 2nd and 3rd ranked teams proceed with intermediate round.
- Remark: If 2nd and 3rd rank cannot be decided then penalty-kick shoot-out must be performed.

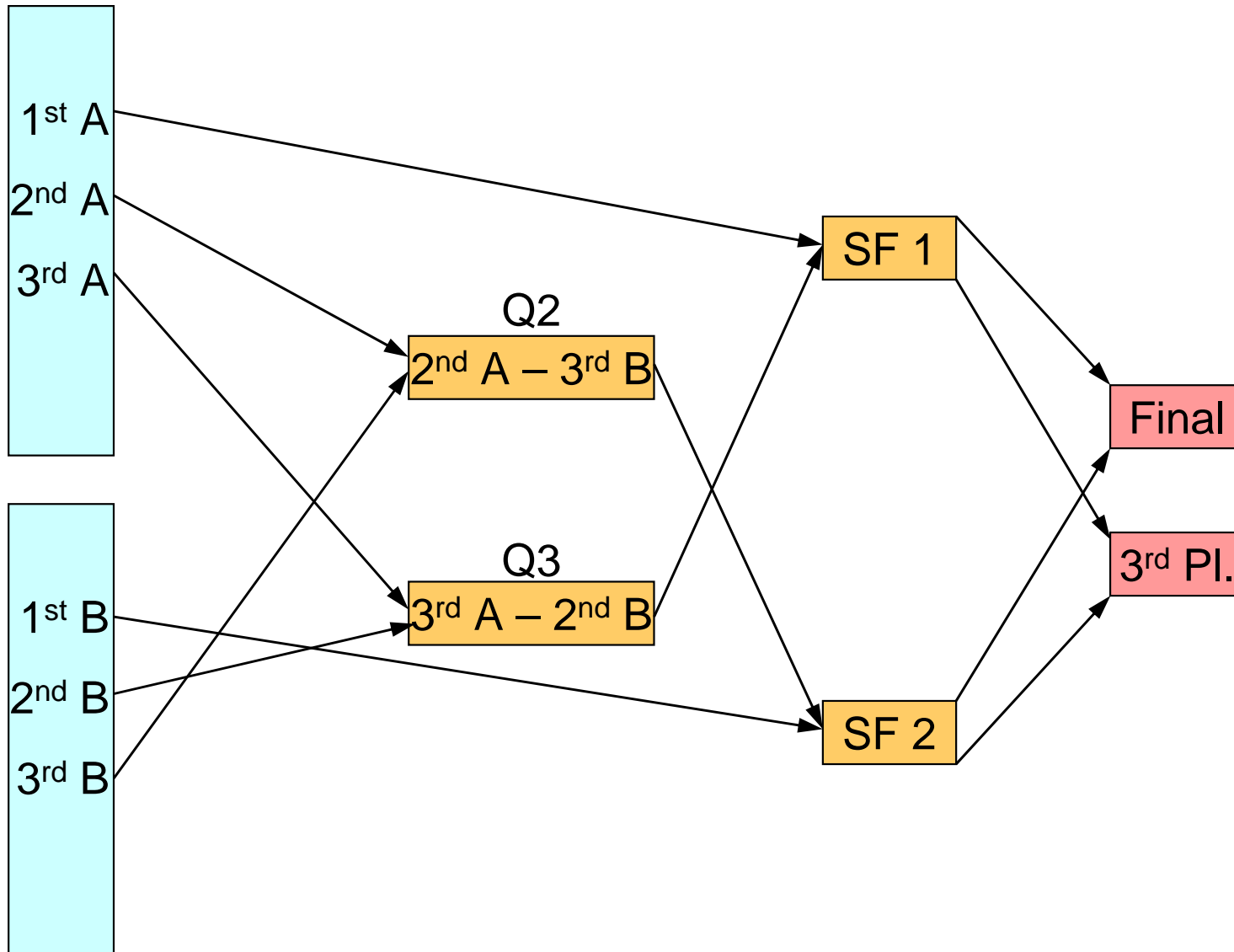
HL TeenSize 2vs2

- 4 Teams
- Round robin: 6 games
- Semi finals:
 - SF1: 1st vs. 4th
 - SF2: 2nd vs. 3rd
- 3rd Place Game: 2nd SF1 – 2nd SF2
- Final Game: Winner SF1 – Winner SF2

HL AdultSize Dribble&Kick

- 6 teams
- 2 round robin groups: $2 \times 3 = 6$ games
- Quarter finals: 2nd vs 3rd placed teams

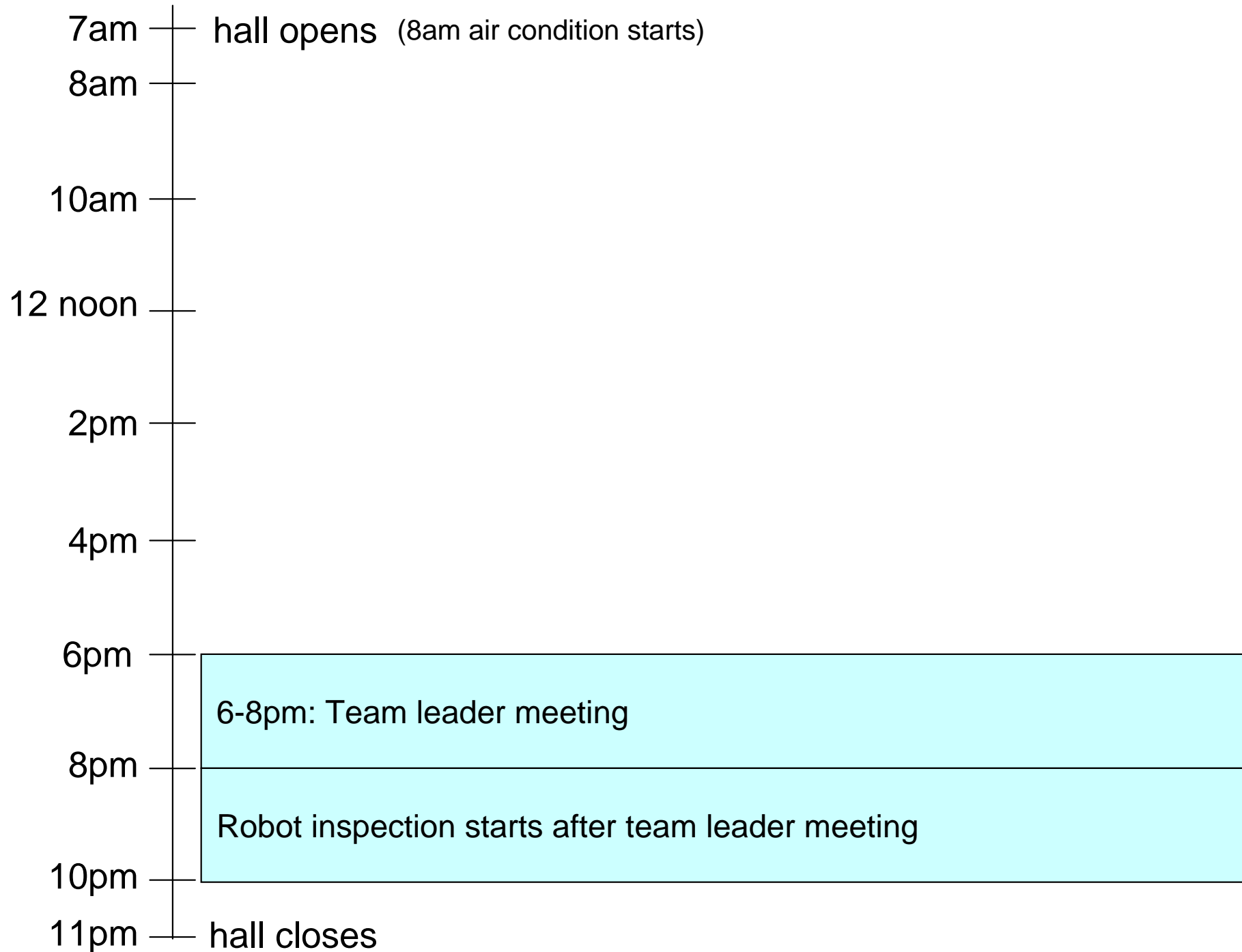
HL AdultSize Games Template



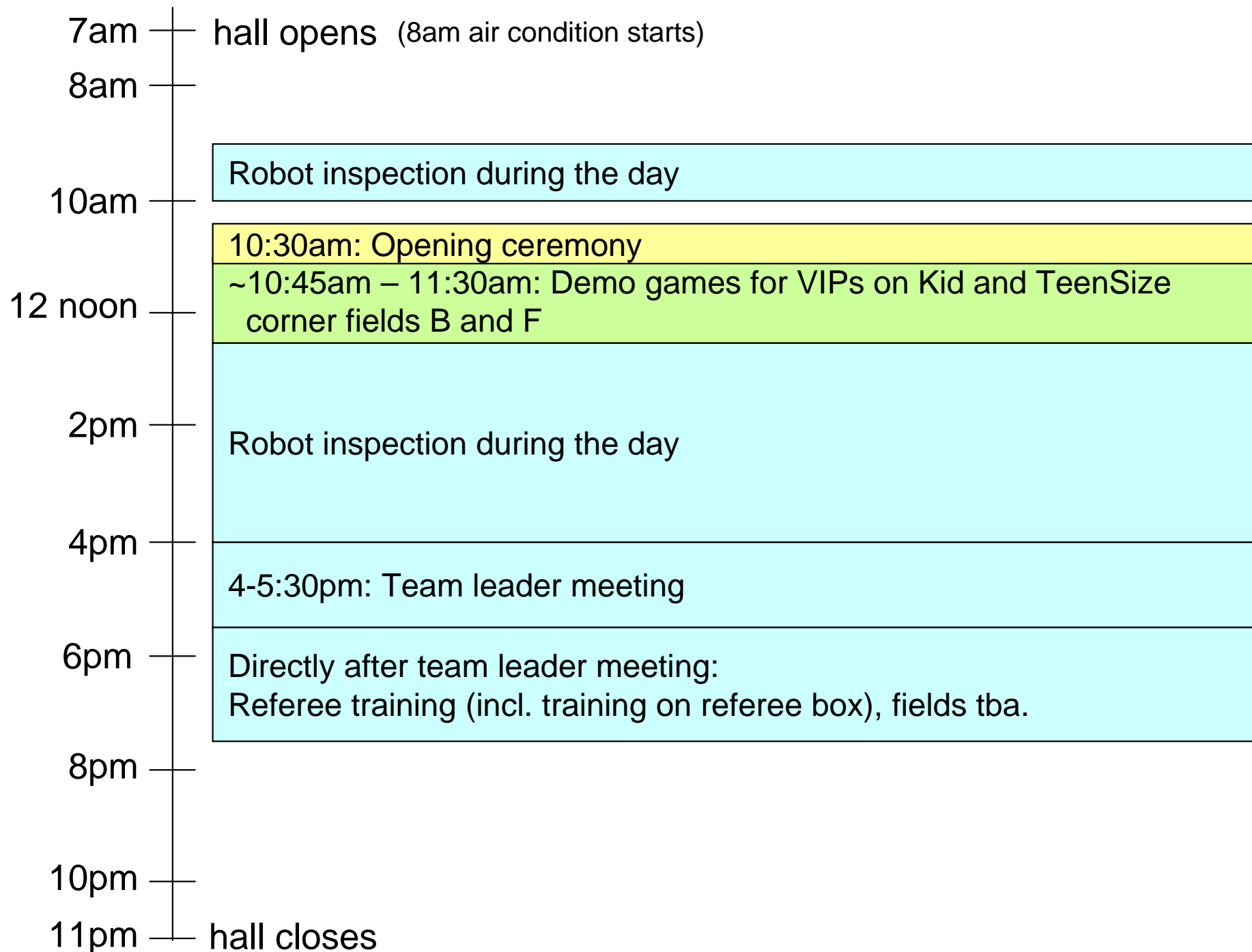
HL: Total number of games and time slots

- 4 days of competition (Mon – Thur)
- General Opening Hours of the Venue for Participants:
 - 7am/7:30am - 11pm
 - Competitions between 8am and 8pm
- Humanoid Round Robin:
 - KidSize: 3 vs 3 round robin: 56 games (24 teams) / 1 game slot = 45 min, plus some reserve slots for overtime & penalty kicks in knock-out games
 - Round robin on 4 fields in parallel: → 1.5hrs ~ 8 games, 3hrs ~ 16 games
 - TeenSize: 6 games in round robin
 - AdultSize: Dribble&Kick round robin: 6 games (in case of 2 groups with 3 teams each)
- Technical challenge (TC): (24+10 teams) × 45 min.
 - KidSize: 3 fields in parallel ~ $24/3 = 8$ slots of 45min ~ 6 hrs
 - TeenSize & AdultSize: sequentially on 1 field (10x45min = 7.5h)
- Fields: 7 regular fields available
 - 5 sets of KidSize goals, 3 sets of Teen/Adult-Size goals
 - 5 sets of poles for technical challenge
 - at any time have 1 KidSize and 1 Teen/Adult-Size field available for testing

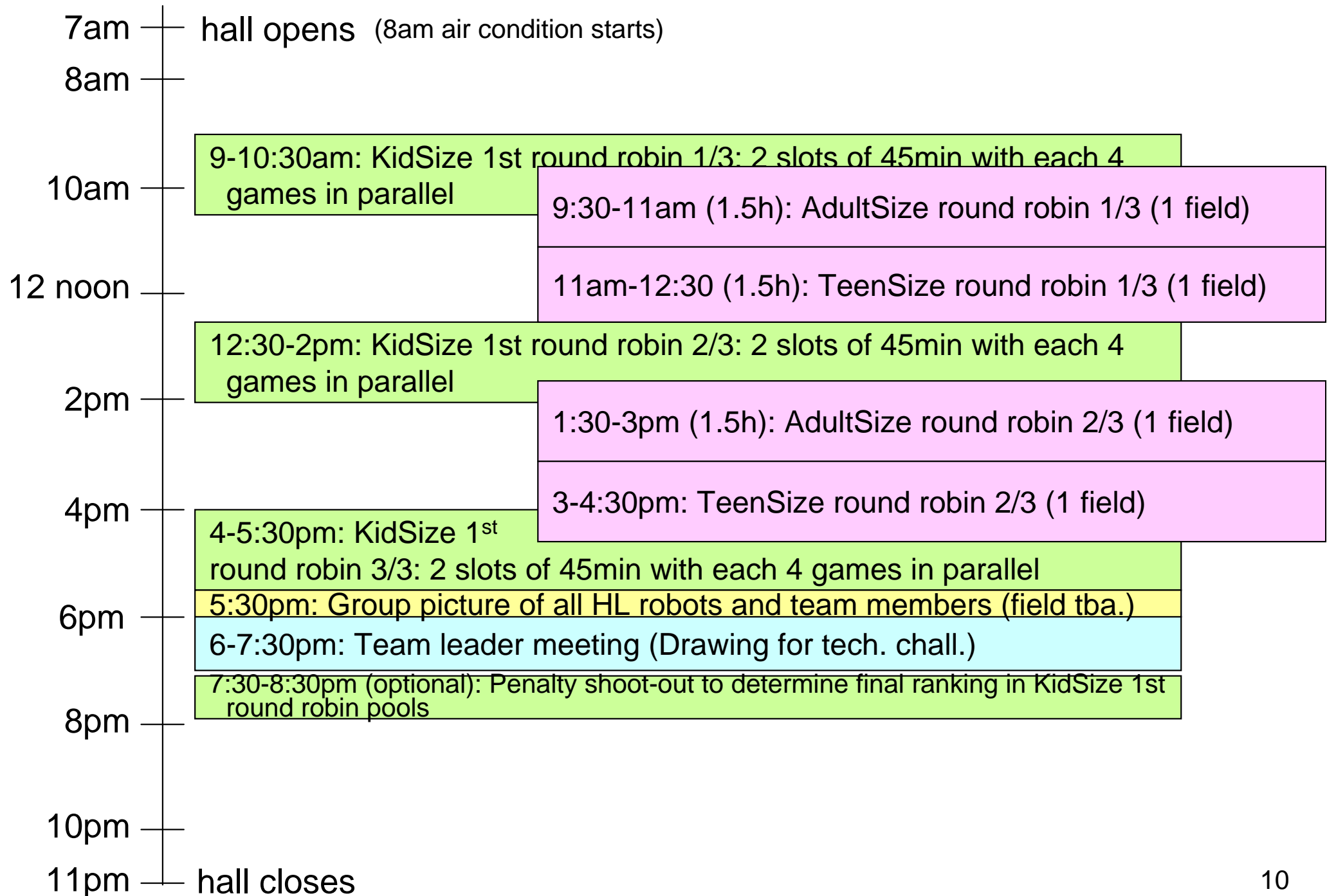
Saturday, June 19



Sunday, June 20



Monday, June 21



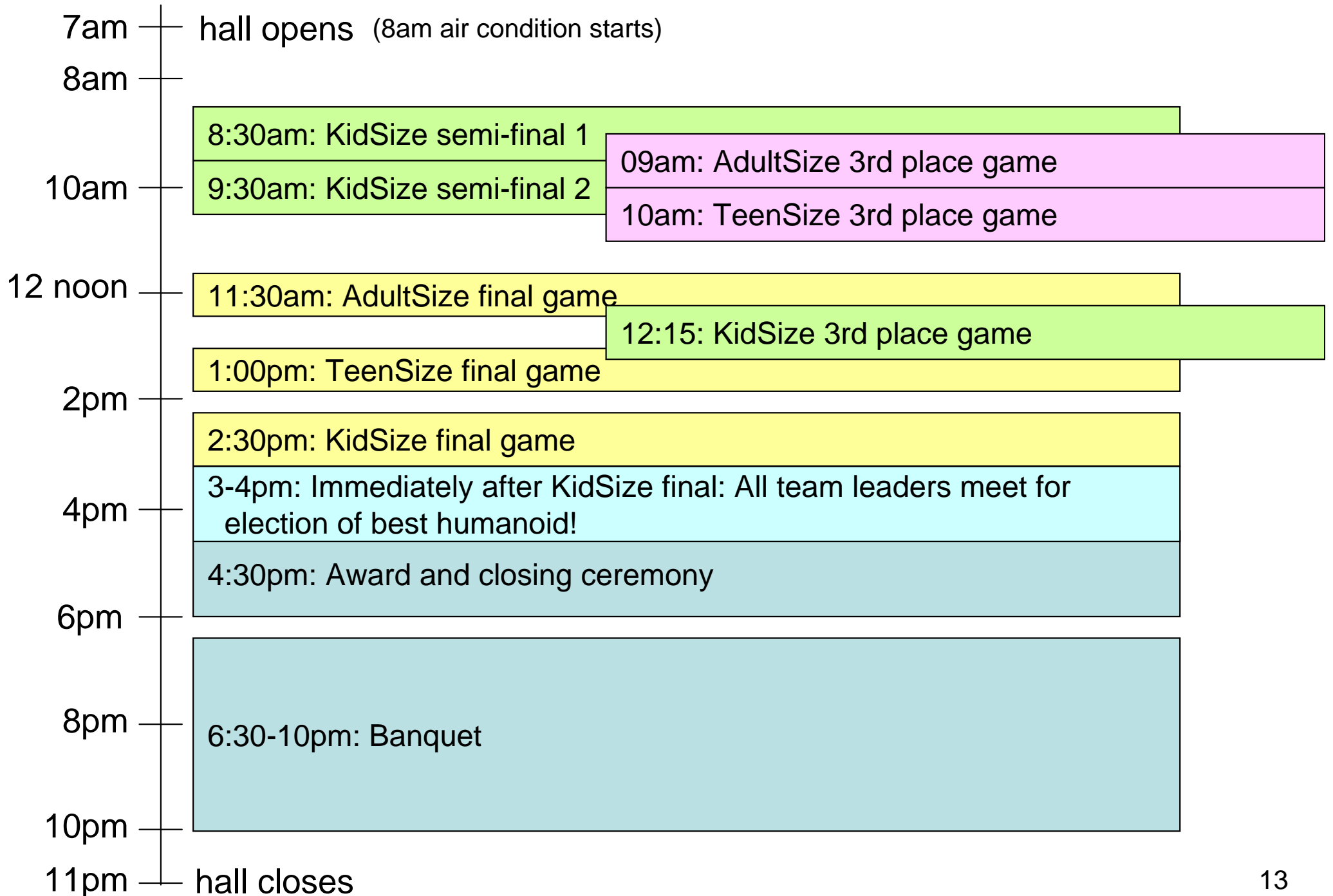
Tuesday, June 22



Wednesday, June 23

7am	hall opens (8am air condition starts)	
8am		
10am	9-10:30am (1.5h): KidSize 2nd round robin 2/3: 2 slots of 45min with each 4 games in parallel	9-10:30am (1.5h): AdultSize round robin 3/3 (2x45 min)
12 noon		10:30-12noon (1.5h): TeenSize round robin 3/3 (2x45 min)
	12:30-2pm (1.5h): KidSize 2nd round robin 3/3: 2 slots of 45min with each 4 games in parallel	12noon-1pm (1h): AdultSize quarter final 1 (if needed)
2pm		1-2pm (1h) AdultSize quarter final 2 (if needed)
		2-3pm (1h): TeenSize semi-final 1
4pm		3-4pm (1h): TeenSize semi-final 2
	4-6pm (2h): KidSize quarter final games: 2 slots of 1h, 2 games in parallel	4-5pm (1h): AdultSize semi-final 1
6pm		5-6pm (1h): AdultSize semi-final 2
8pm	6:30-8:30pm: Team leader meeting (Rule discussion for 2011)	
10pm		
11pm	hall closes	

Thursday, June 24



Humanoid League Fields

