

# Soccer Open Platform League (OPL) @ RCJ-2009

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## **OPL.1. PREAMBLE.**

**OPL.1.1.** According to Rule 2.8 of the [RoboCupJunior Soccer Rules](#), each event may have its own additional regulations. They become a part of the event's rules.

## **OPL.2. REGULATIONS.**

### **OPL.2.1. Construction.**

OPL.2.1.1. Robots must be constructed exclusively by student members of the team. Mentors, teachers, parents or companies may not be involved in the design, construction, and assembly of robots.

OPL.2.1.2. For the construction of the robots, any robot kit or building block may be used as long as the design and construction are primarily and substantially the original work of the team. This means that commercial kits may be used but must be substantially modified by the team. It is neither allowed to mainly follow a construction manual, nor to just change insignificant parts.

OPL.2.1.3. Robots must be constructed in a way that they can be started by the captain without the help of another person.

### **OPL.2.2. Programming.**

OPL.2.2.1. Robots must be programmed exclusively by student members of the team. Mentors, teachers, parents or companies may not be involved in the programming and debugging of robots.

OPL.2.2.2. For the programming of the robots any programming language, interface or integrated development environment (IDE) may be used. The use of programs that come together with a commercial kit (especially sample programs or presets) or substantial parts of such programs are not allowed.

OPL.2.2.3. It is not allowed to use sample programs, not even if they are modified.

### **OPL.2.3. Burden of proof.**

OPL.2.3.1. Proof must be supplied by each team that their robots match these regulations, for example by a detailed documentation or log book. Teams may be interviewed about their robots and the development process at any time during a tournament.

### **OPL.2.4. Violations.**

OPL.2.4.1. Robots that do not match the above regulations are not allowed to play. If violations are detected during a running game, the team is disqualified for that game. If similar violations occur repeatedly, the team can be disqualified from the tournament.