

Judging a Drop-In Game

What to do?

A judge has to watch all robots that participate in a drop-in game and judge their team play performance by awarding positive / negative points for certain actions.

This sheet is a guide to explain the intention of each scoring field, and what in particular should be taken into account.

Judging Positive / Negative Team Play

In general, these scores reflect the team play *actions* of the individual player. Positive scores are awarded, for instance, for passing, rule-compliance, and all other actions “helping the team”. Note that positioning is rated separately.

Examples:

Positive scoring: Deliberate passing to a teammate, receiving a pass, coordinating with a teammate about playing the ball, ...

Negative scoring: Pushing a teammate, stealing the ball from a team member, obstruction of team members, ...

Judging Game Participation

This field represents the presence of the robot during the game. Note that being active and participating in the game does not necessarily mean that the robot has to possess the ball. ***This score (0/5/10) is given once after the game is over.***

Examples:

- The robot is not on the field, standing at the border, or mostly inactive (e.g. falling down constantly). (0)
- The robot seems to actively take part in the game. (+5) (***default***)
- The participation of the robot is exceptional as it actively adapts to most situations. (+10)

Judging Overall Positioning

The score for “good positioning” represents the reasonableness (from a soccer tactics and team coordination point of view) of a robot’s positions in the course of the game. ***This score (0/5/10) is given once after the game is over.***

Examples:

- The robot is mostly not on field, or the positioning is poor (e.g. delocalized, not taking part in the game, ...). (0)
- The robot is taking part in the game, but the positioning is average (+5) (***default***). This means, the robot might occasionally interfere with its teammates.
- The robot shows exceptional (+10) positioning during the game, e.g. is not leaving the field, positions deliberately to receive a pass from a teammate, is going to the ball only if it is the closest. Exceptional positioning could also be shown by keeping a tactical position (e.g. defender) throughout the game in a way that intelligently adapts to changing game situations (e.g. a defender clears the ball and always returns to its defense position).