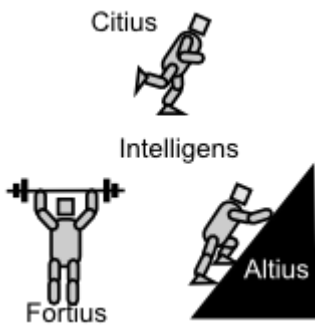


# Allround - HuroCup Laws of the Game

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## HuroCup Laws of the Game Allround

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### *Abstract*

*The following rules and regulations govern the allround event of HuroCup, a robotic septathlon where a single robot has to successfully master eight events. The robot must not be modified between events. The goal is to develop a benchmark problem for humanoid robotics that stresses versatility and robustness of the system.*

### Latest Version of the Rules for HuroCup

The latest official version of the rules of the game for HuroCup is always available from the [HuroCup Facebook Page](#).

### Changes to the Allround rules of HuroCup

Introduction of the Archery event and merging both events of Obstacle Run and Lift and Carry in the competition.

## Allround

This section contains information about the allround humanoid robot competition as part of HuroCup. The allround competition is the most important and prestigious HuroCup event as it tests the versatility, flexibility, and robustness of a humanoid robot. The winner in the all-round competition is determined by the single robot with the most points over all eight HuroCup events: sprint, penalty kick, obstacle run, lift and carry, weight lifting, marathon, basketball, mini-drc, and climbing wall.

### **[AR-1]: Field of Play**

[AR-1.1]: There is no separate field of play for the allround competition. Teams participate with a single robot in multiple HuroCup events.

### **[AR-2]: Number of Robots**

[AR-2.1]: A single robot competes in a match.

### **[AR-3]: The Players**

[AR-3.1]: Please refer to [Â General - HuroCup Laws of the GameÂ](#) for detailed information about the players.

### **[AR-4]: The Referee**

[AR-4.1]: Please refer to [Â General - HuroCup Laws of the GameÂ](#) for detailed information about the players.

### **[AR-5]: The Assistant Referee**

[AR-5.1]: Please refer to [Â General - HuroCup Laws of the GameÂ](#) for detailed information about the players.

### **[AR-6]: Game Play**

[AR-6.1]: The score of a robot in the Allround event is the sum of the scores that this robot achieved in the regular HuroCup events.

[AR-6.2]: The robot must not be modified in any way during the competition.

### **[AR-7]: Method of Scoring**

[AR-7.1]: All robots that have not scored at least one point in any event are automatically awarded no 0 rank.

[AR-7.2]: The robot with the maximum number of points over all HuroCup events is declared the winner and the other ranks are determined according to the sum of their scores over all events.

### **[AR-8]: Tie Breaker**

[AR-8.1]: In case of multiple robots with the same sum of scores over all events, the maximum score of a robot in a single event is used as tie breaker.

[AR-8.2]: In case of multiple robots with the same sum of scores and the same maximum single event score, the score of the robot over a single event is used as tie breaker.

[AR-8.3]: The order of events is marathon, long jump, lift and carry, obstacle run, climbing wall, basketball, weight lifting, penalty kick, and sprint.

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