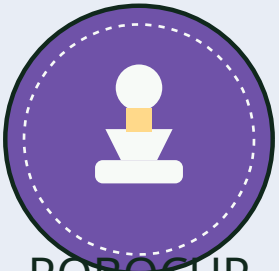
THE CARTOON BOOK OF

ROBOCUP



MIND

SPORT ON EARTH

Sport on Earth Books · The Mind & digital Family

Original illustrations · No characters were copied in the making of this book

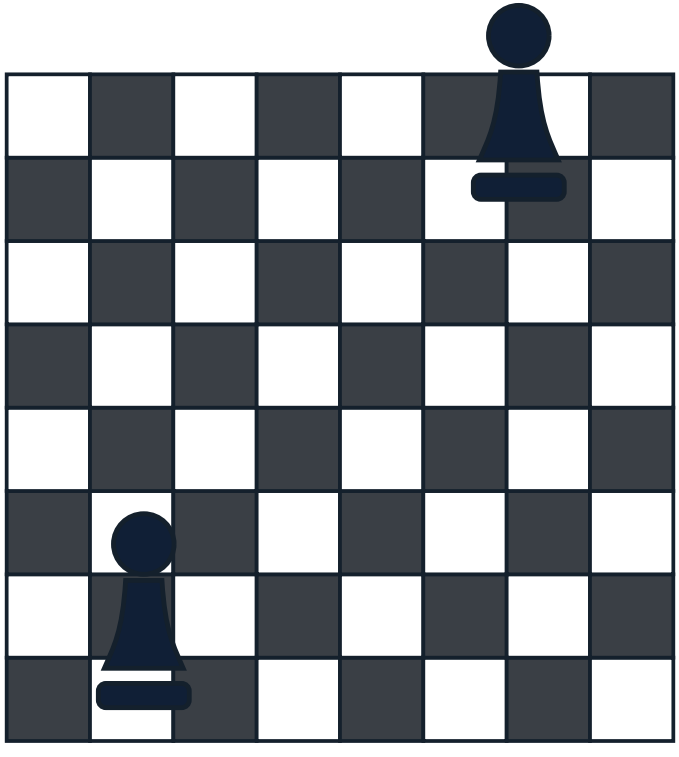
Meet RoboCup!

Robot soccer research league aiming to beat human champions by 2050.



Where It Is Played

A flat indoor field surfaced with green felt mat / carpet, with white 10 mm lines, reduced-size goals and an overhead camera bar about 4 m above the centre (Small Size specification).



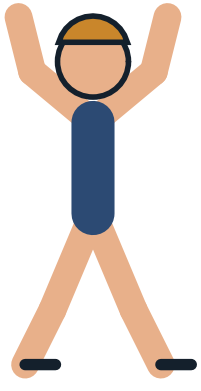
The Gear

A team of self-built autonomous robots within the league size limits, an orange golf ball (Small Size), and the shared vision and referee-box systems.



How It Starts

Form a university or club team, choose a league, build robots to its published laws and qualify for a regional RoboCup open before the world championship.



How to Play

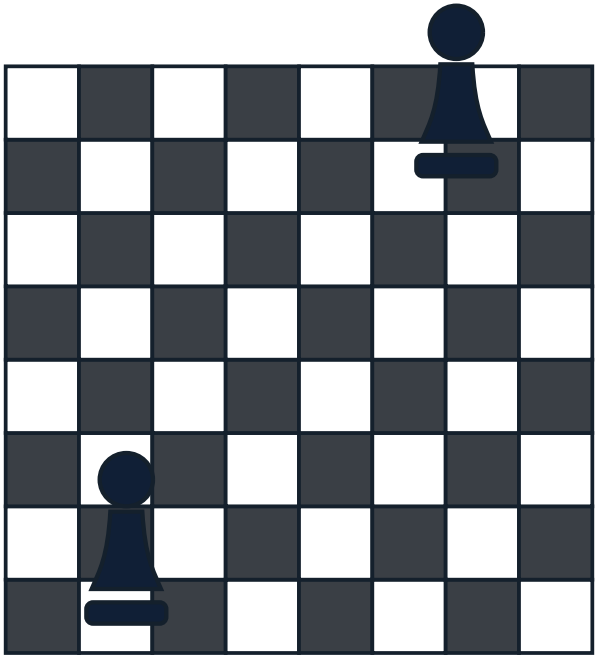
- Format: two teams of fully autonomous robots play soccer; there must be no human intervention during a match — all sensing, decision-making and play is by the robots' AI.
- Small Size League matches consist of two equal periods of 10 minutes, with a half-time interval not exceeding 5 minutes; extra time may be allowed after a draw.
- Scoring: a goal is scored when the whole ball passes over the goal line between the goal walls, and the team scoring the greater number of goals wins the match.
- The laws mirror the FIFA Laws of the Game, adapted for robots: Laws cover the field, ball, number of robots, equipment, referee, duration, restarts, offside, fouls, free kicks, penalty kicks, throw-ins, goal kicks and corner kicks.

More of the Game

- The Small Size ball is a standard orange golf ball, tracked by shared overhead cameras through the SSL-Vision system.
- A Small Size robot may be at most 180 mm in diameter and 150 mm in height, must communicate wirelessly only (Bluetooth is not allowed), and kicking devices are permitted.
- Each team may have at most five robots on the field under these laws; robots may be interchanged only when the game is stopped.
- Each team is allowed four timeouts totalling 5 minutes; a referee controls the game and sends referee signals to the teams by computer.

The Shape of a Match

Autonomous robot teams play two 10-minute halves of soccer under adapted FIFA Laws; most goals wins, with league divisions for small wheeled, middle-size and humanoid robots.

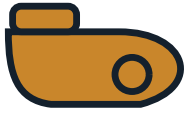


More of the Mind & digital Family

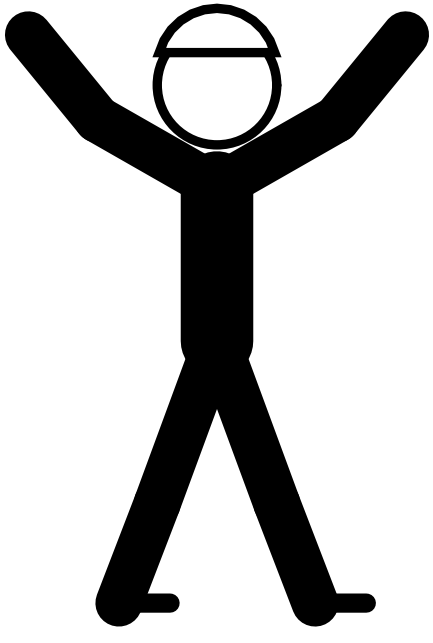
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- Robot Combat — Remote-controlled armoured robots fight in an arena.
- Air Hockey — Fast puck game on an air table.
- Subbuteo — Tabletop football played by flicking figures.

A Note on the Rules

RoboCup (robot soccer) is governed by the RoboCup Federation under league rulebooks revised EVERY year by design — the federation's stated mission (a robot team beating the human World Cup winners by 2050) is pursued by progressively tightening rules (natural grass-like surfaces, humanoid standardisation in the Standard Platform League era) — annual deliberate evolution, which makes any single 'landmark change' the wrong frame. No single dated change is carried for RoboCup.

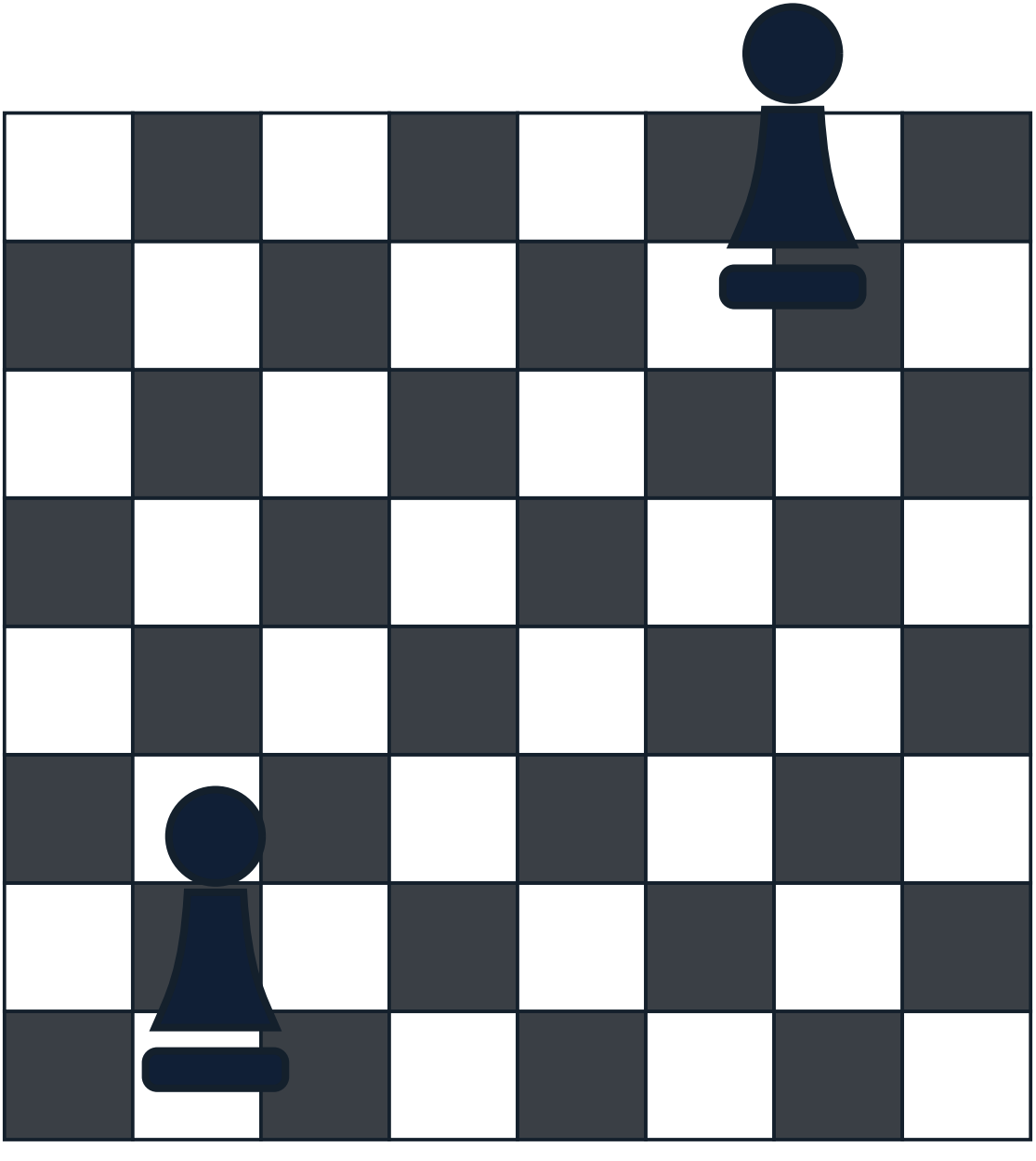


Colour the Action

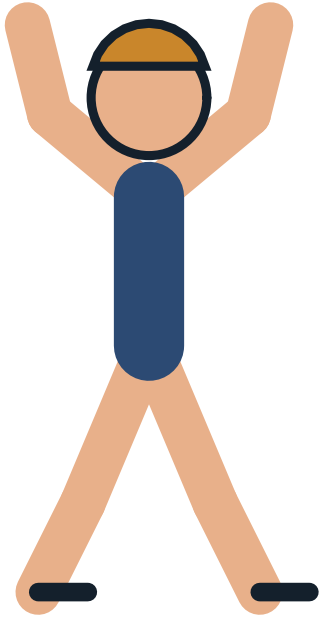


Psst — this page is a colouring page!

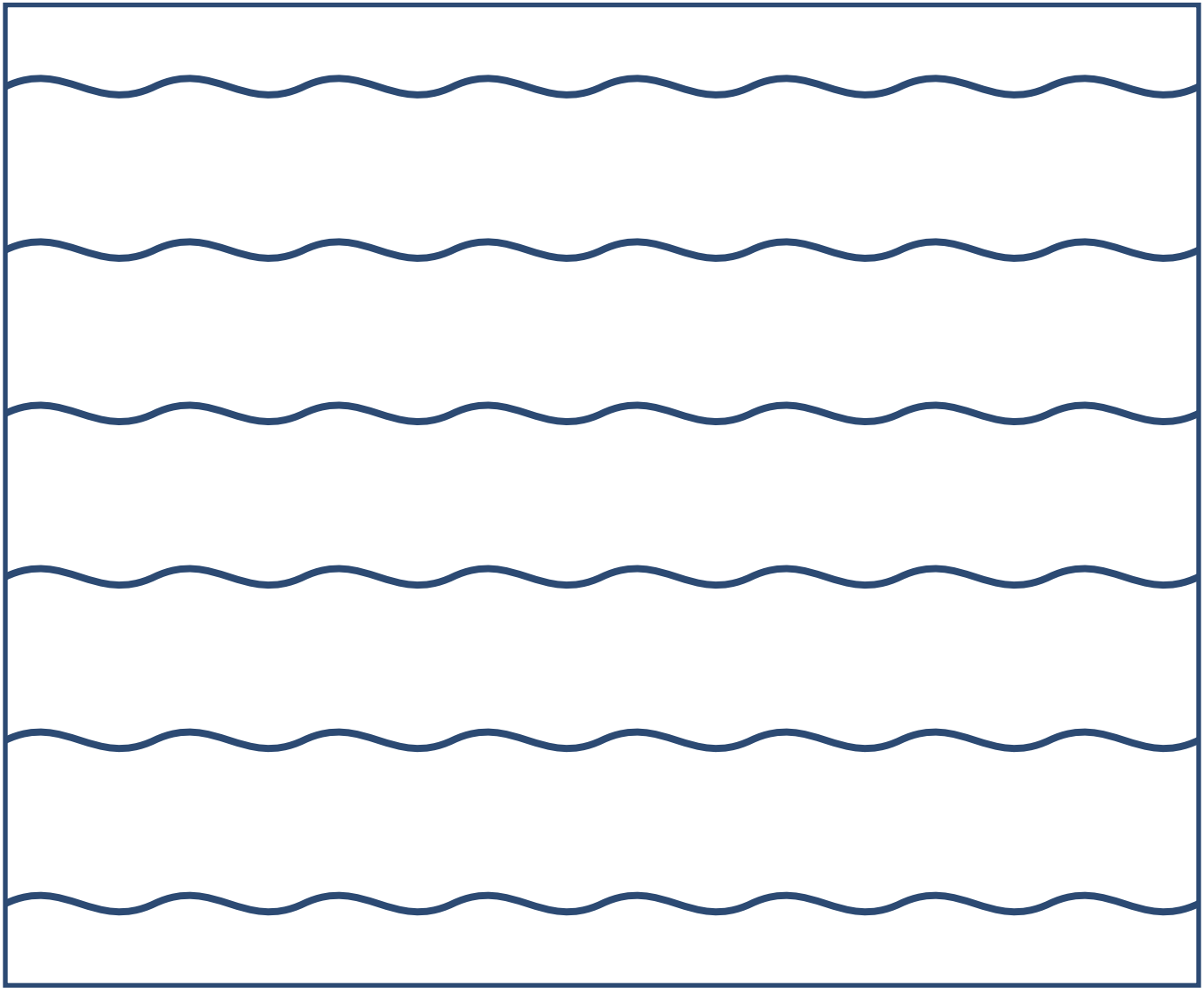
The Sport Today



At School and College



Play It Near You



Through the Year



The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
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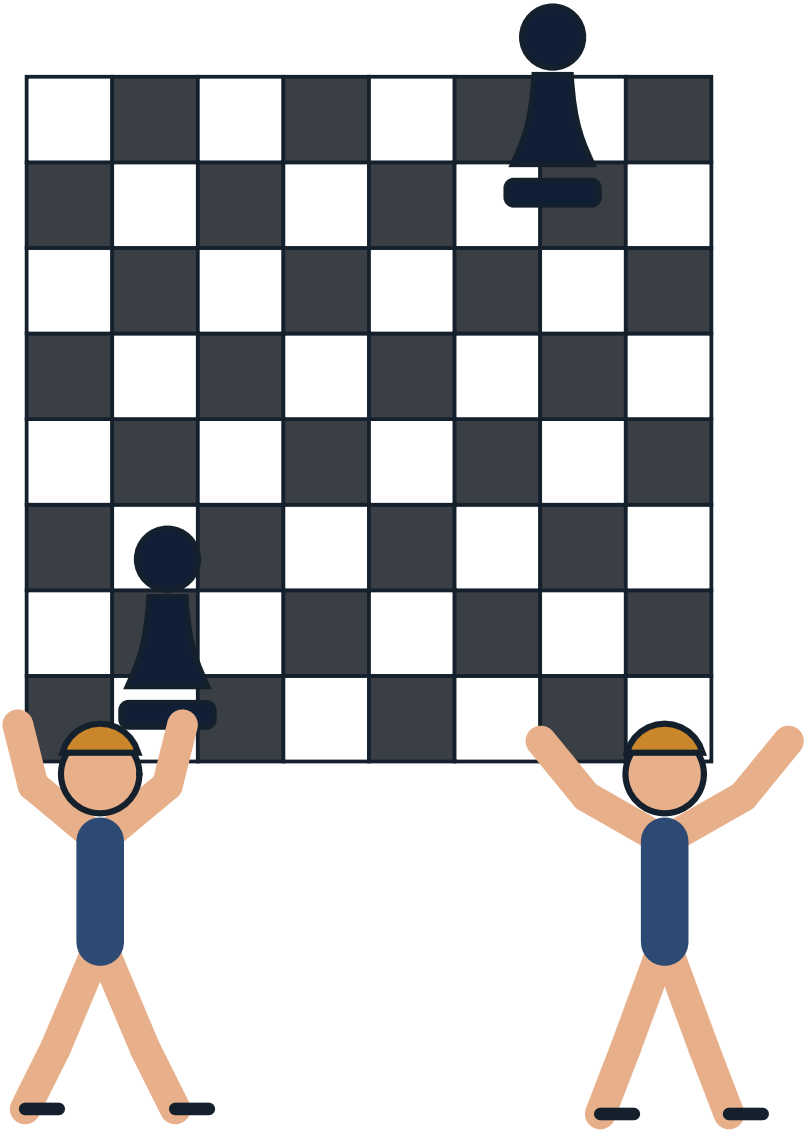
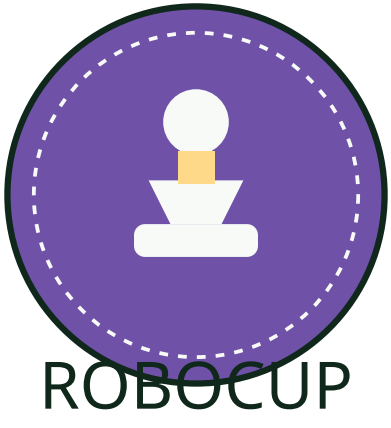
- Air Hockey — Fast puck game on an air table.

Game Day!

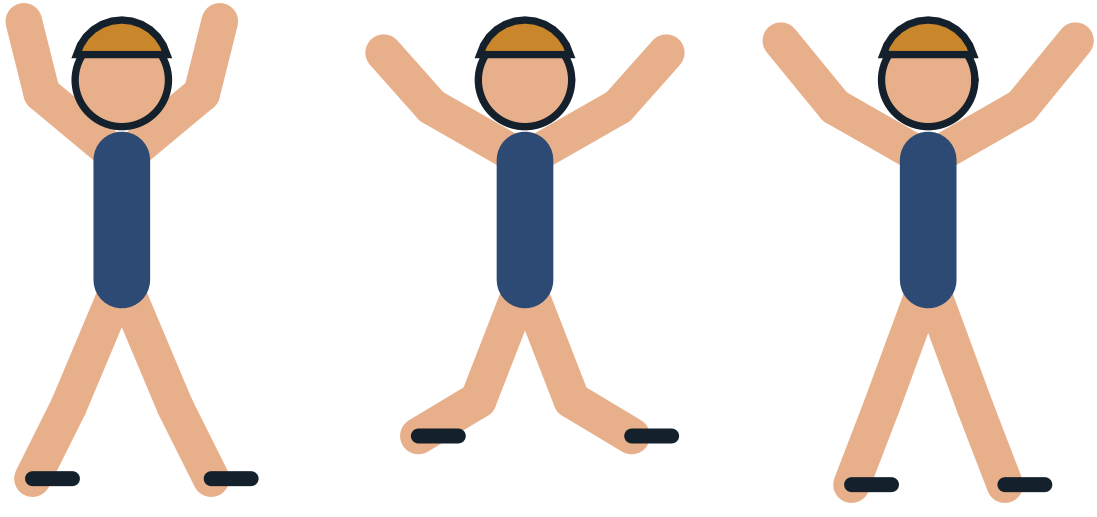


The Sport on Earth Mark

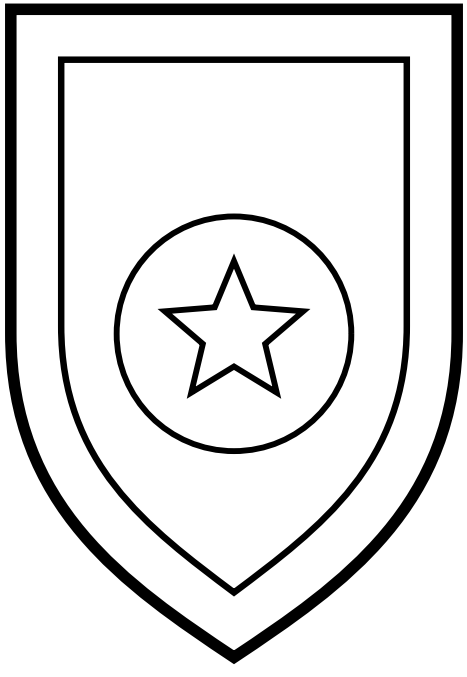
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



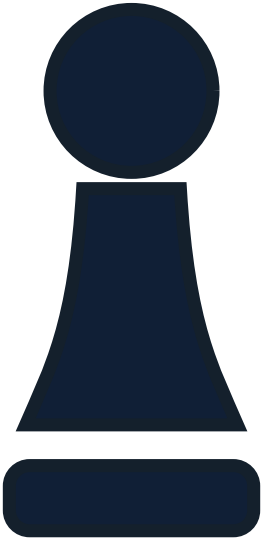
Design a Badge



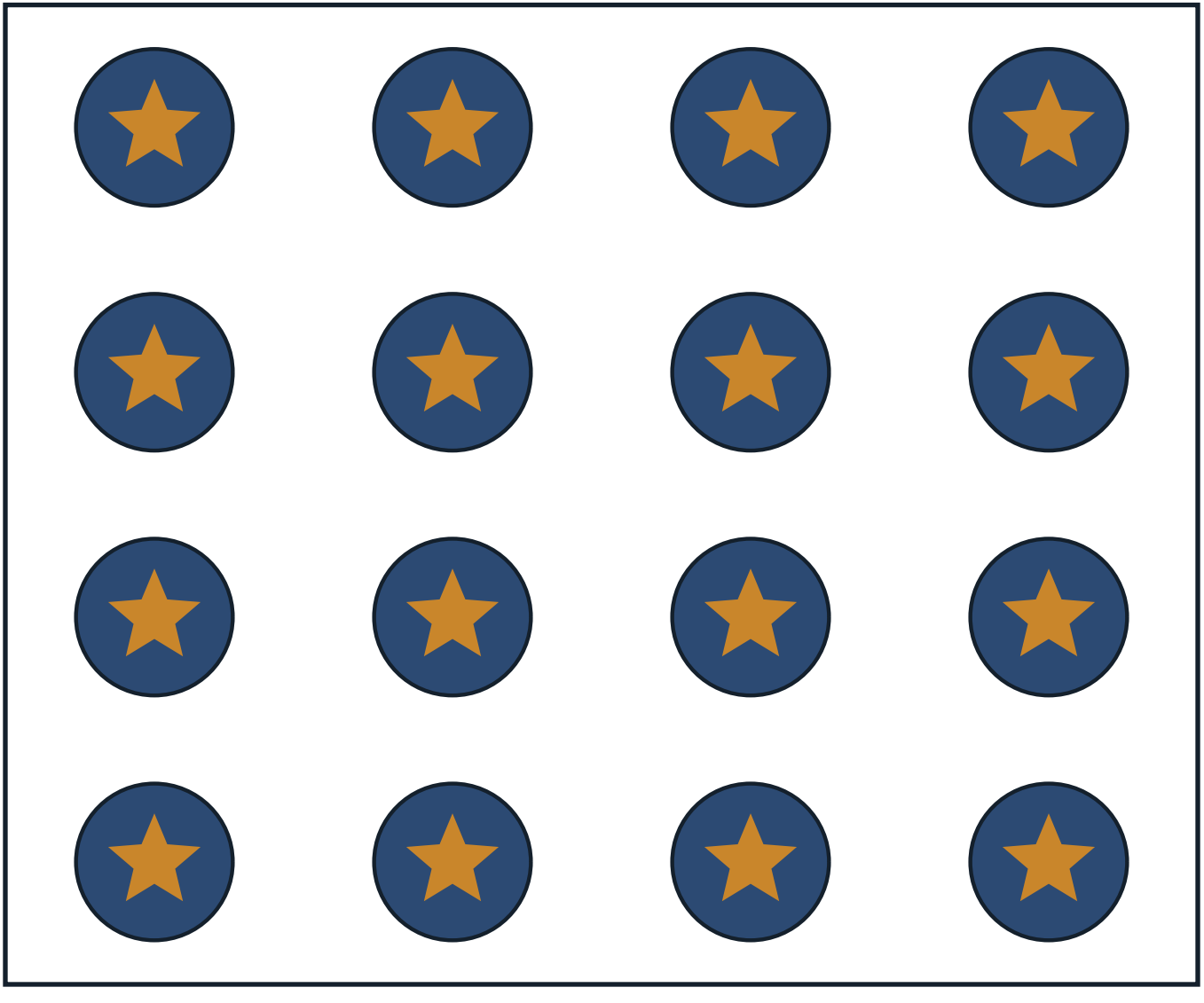
Draw and colour a badge for your own team.

The Gear Parade

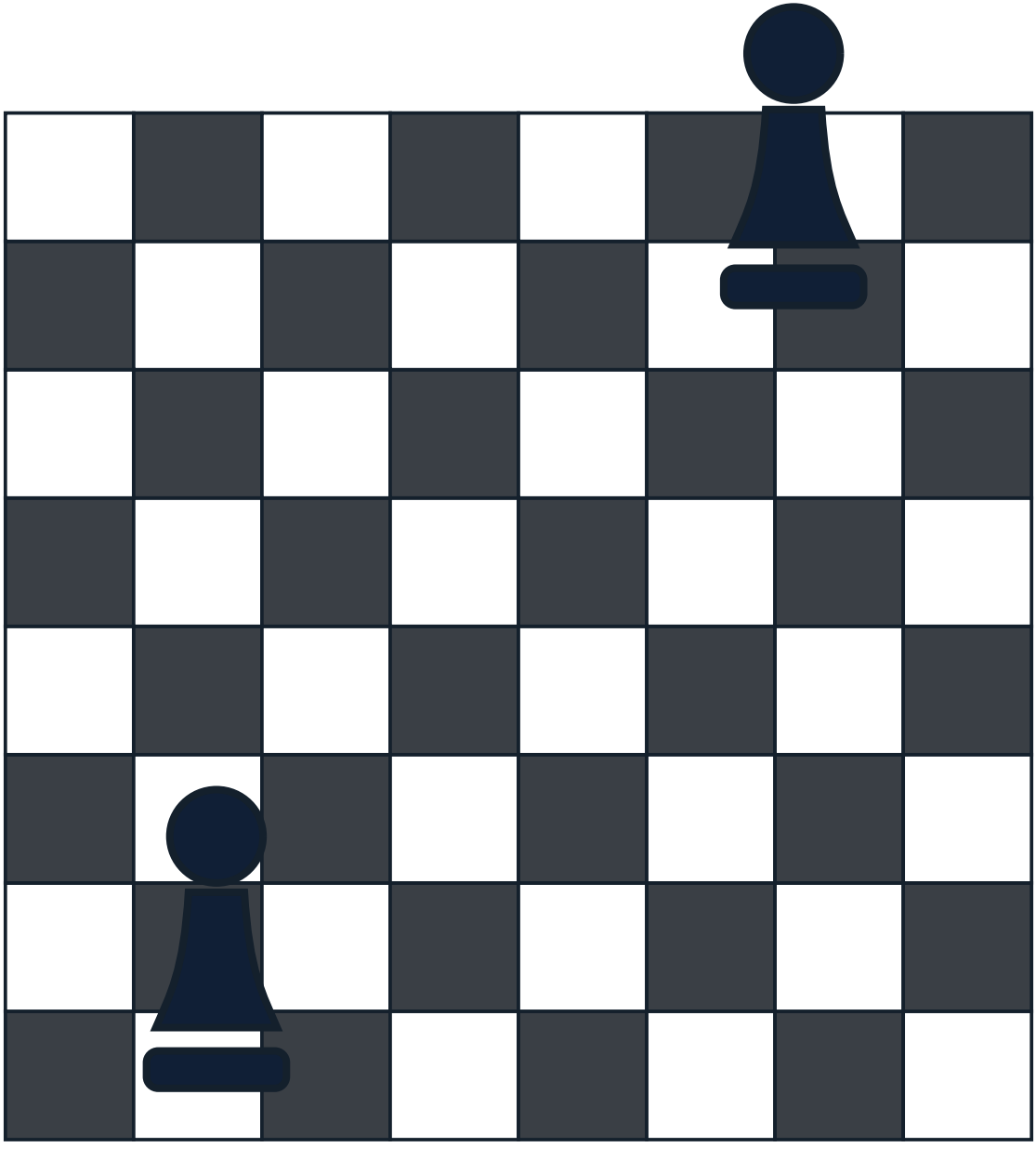




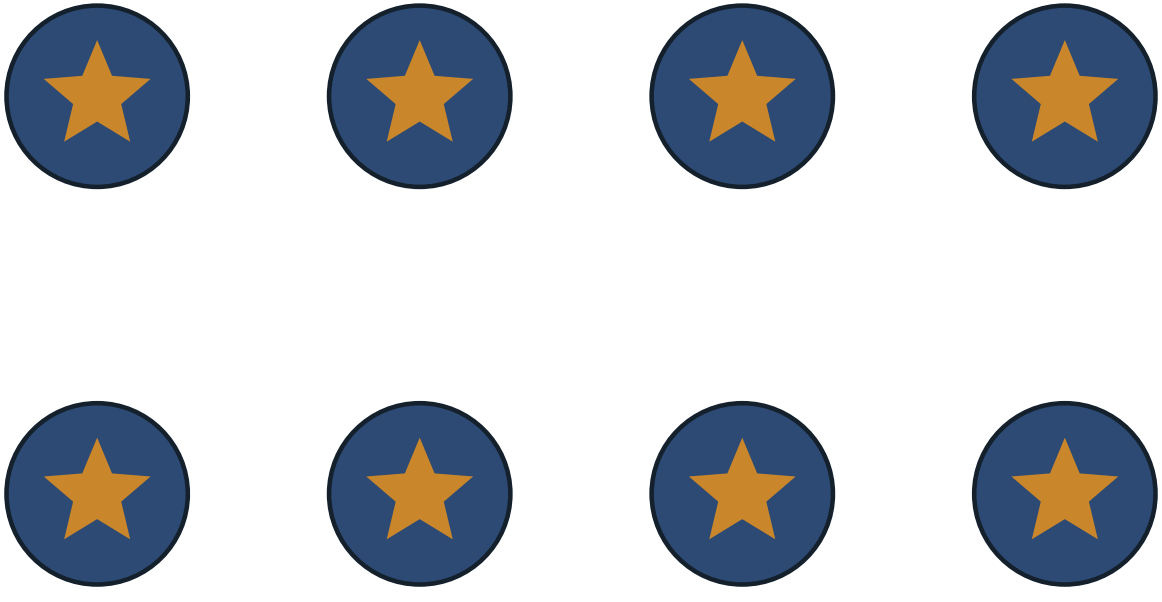
Pattern Play



The Arena From Above



Count the Balls!



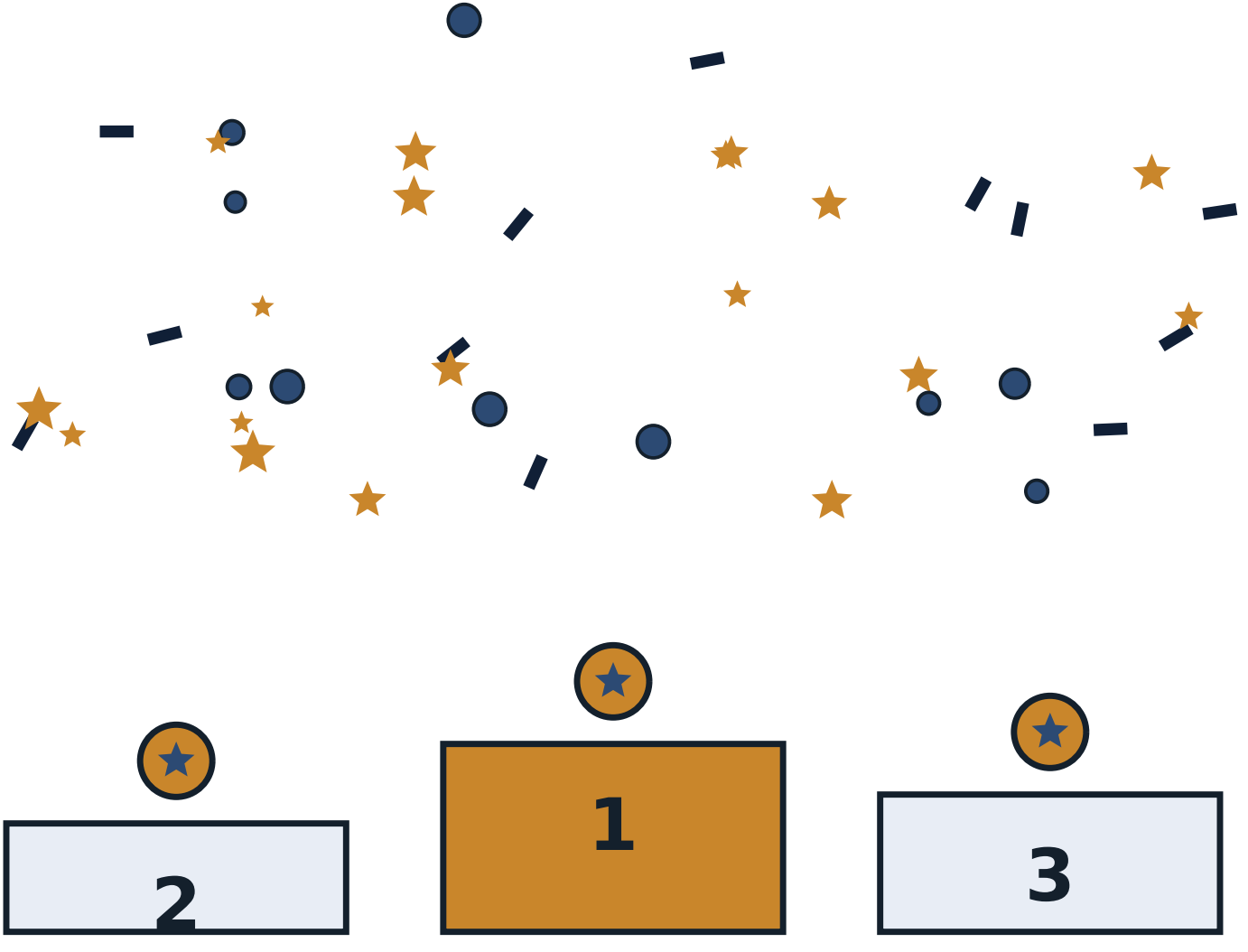
How many can you count? Write the number here: _____

My Favourite Part of RoboCup

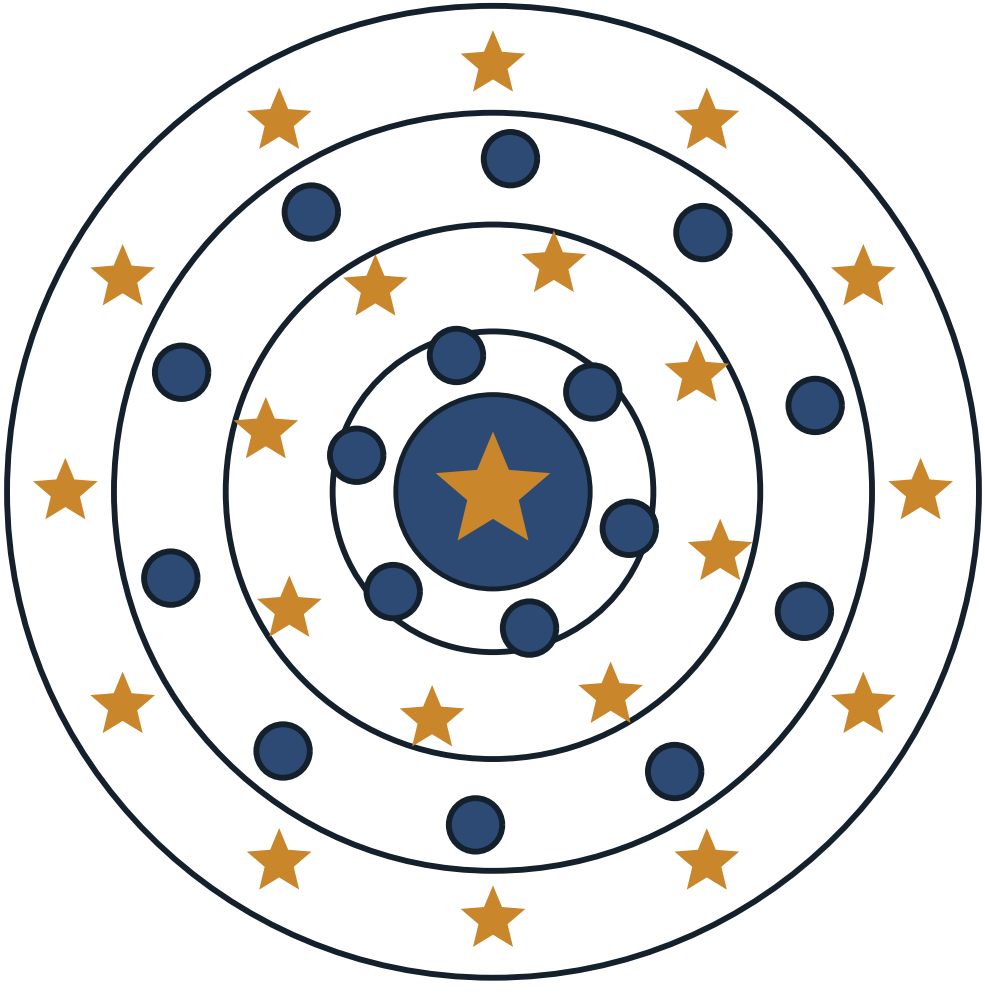
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: RoboCup Federation. Laws edition the site's rules file follows: RoboCup Small Size League Laws (F180 Laws of the Game, modelled on the FIFA Laws). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Chess
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of Robot Combat
- The Cartoon Book of Air Hockey
- The Cartoon Book of Subbuteo
- The Esports Colouring Book
- The Chess Colouring Book

My Notes

RoboCup

The Cartoon Book of RoboCup — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

