

Amendments
to the
Botball 2024 Game Review
for the
European Region





Contents

Preamble	3
Revision History	3
Documentation Score Calculation	4
Elimination of Onsite Score	4
Paper Rule	4
Overall Score Calculation	4
Botball	4
PRIA Open	4
Open Practice	5
Tournament Round Procedure	5
Seedings	5
Double Elimination	6
Team Misconduct – Spirit of Botball	6



Preamble

This document contains amendments to the game rules specified in the 2024 Botball Game Review which are in effect for the European Botball region and the PRIA Open competition at the European Conference on Educational Robotics 2024.

Revision History

- Version 1.0, 30.01.2024: Initial version
- Version 1.1, 14.03.2024: Conversion to Typst, remove Onsite Score and define scoring formulas accordingly



Documentation Score Calculation

Elimination of Onsite Score

In 2024, the Onsite presentation that is part of Botball documentation will be skipped at ECER. The points (30% of the regular Botball documentation score) are not awarded, so that Botball documentation sums up to 0.7 instead of 1.0. This is so that teams that have not performed well in the already due Period 1 documentation are not negatively impacted by higher weighing of the three Period submissions.

The *DocScore* at ECER 2024 is thus calculated as follows:

$$DocScore = \frac{3}{10} Period1Doc + \frac{3}{10} Period2Doc + \frac{1}{10} Period3Doc$$

Paper Rule

As with every ECER, students are highly encouraged to share their experiences and findings by submitting a paper. The paper score (between 0 and 1) will again factor into the Botball and PRIA Open scores.

In Botball, this reduces the impact of the *DocScore* by half, leading to the following *AdaptedDocScore* on which documentation awards are based:

$$AdaptedDocScore = \frac{1}{2} DocScore + \frac{1}{2} PaperScore$$

Overall Score Calculation

Botball

The calculation of the overall score remains as defined in the official game document, with the only difference that the *AdaptedDocScore* (as defined above) is used instead of the original documentation score:

$$Overall = DE + Seeding + AdaptedDocScore$$

(Note that there is no double seeding at ECER)

PRIA Open

In the Open competition, the impact of the paper is the same as that in Botball, but there is no Botball documentation:

$$Overall = DE + Seeding + \frac{1}{2} PaperScore$$

Open Practice

During scheduled open practice (during which the game table is exclusively reserved for the current team), teams are allowed to bring their laptops, tablets and similar devices to the tables and use them for purposes as defined in the second paragraph of the “Game Play → Practice” section of the official game document.

Tournament Round Procedure

In order to clarify the procedure of a team’s run at the Gametable, the following illustrations show the process and should also give all relevant information. Please note that the official game review is not very clear regarding the exact order and timing of the different phases and steps. The procedure presented here is an interpretation and things can and are likely to be handled slightly differently at e.g. GCER or other regional competitions.

Seedings

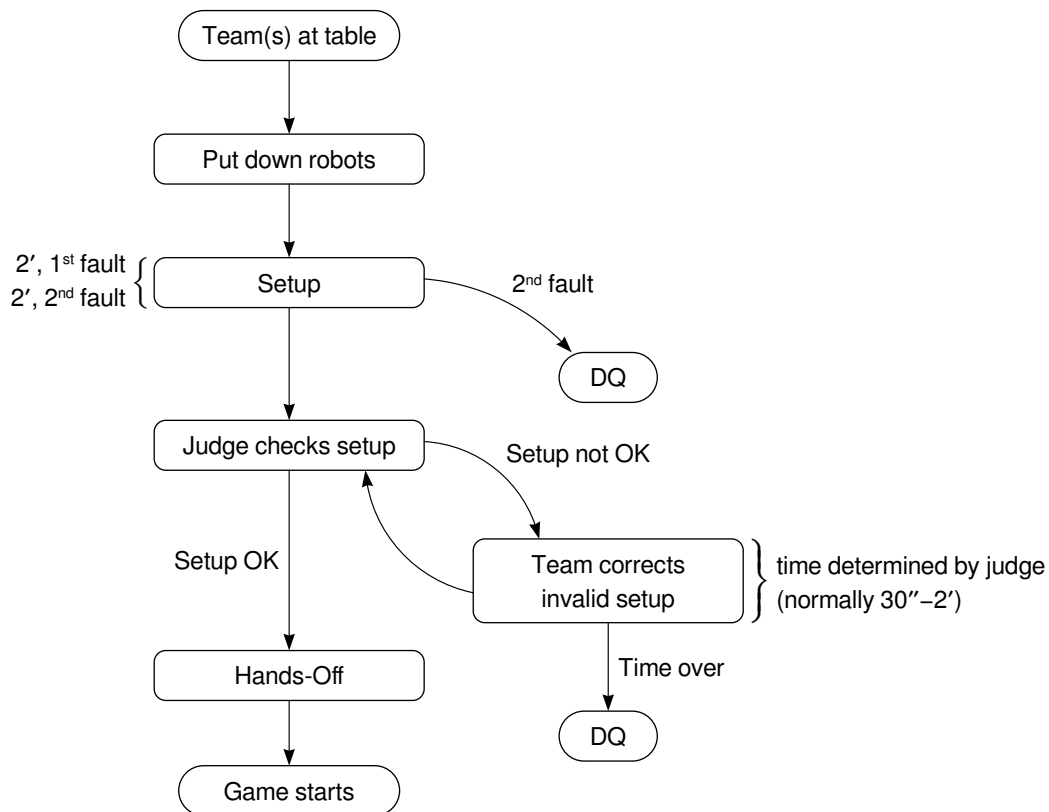


Figure 1: Seeding round procedure

Double Elimination

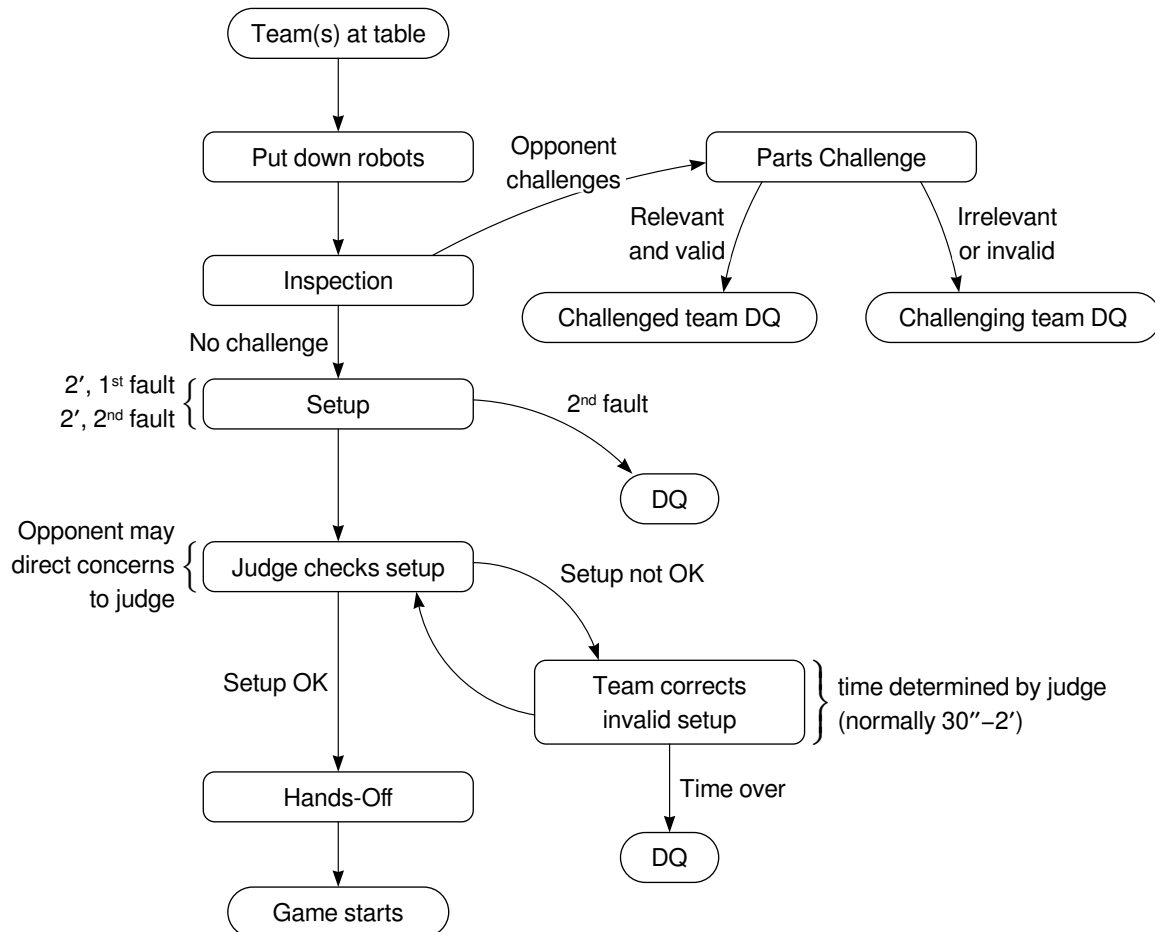


Figure 2: Double elimination round procedure

Team Misconduct – Spirit of Botball

All staff involved in organizing ECER and the European Botball region are giving their best to provide a fair and objective experience to each and every participant and team so that they can have an interesting, educational and exciting competition and show their achievements in building and programming their robots. They furthermore treat every participant with the same respect and take any issues raised seriously.

The same is also expected of all participants. Mutual respect and striving towards creating and preserving a positive atmosphere is required for conducting ECER. While we do understand that teams put a lot of effort into the competition and discussions can sometimes get emotional, there are limits where we have to become active in order to deescalate a situation. In order to facilitate a clear pattern of action upon misconduct, ECER 2024 will deploy a yellow/red card penalty system.



For any serious misconduct identified by the head judge, they will issue a yellow card to clearly indicate that the team (as represented by its members) has been cautioned. Upon receiving a second caution during the tournament, the team will receive a red card and will consequently be immediately disqualified from the whole competition and all possible awards. Note that those penalties (yellow and red cards) are among the last resorts for the judges and will not be used blithely.

Behaviors which can be penalized with a caution (yellow/red card) include, but are not limited to

- insults and disrespect against participants, advisors, judges and anyone else involved in the event;
- failing to accept a final head judge ruling. Make sure that the head judge is aware of your point of view for consideration in the ruling but accept a final ruling when made;
- manipulation or malicious interference with other team's robots and tournament rounds, or with equipment used for tournament administration.

It is also at the head judge's discretion to immediately issue a red card for more serious misconduct such as physical violence, willful destruction, etc.