

Amendments  
to the  
Botball 2020 Game Review  
for the  
European Region





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## Preamble

This document contains amendments to the game rules specified in the 2020 Botball Game Review which are in effect for the European Botball region and the PRIA Open competition at the European Conference on Educational Robotics 2020.

## Revision History

- Version 1.0, 14. 1. 2020: Initial version



## Documentation Score Calculation – 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 by the following means:

### Botball

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

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

### PRIA Open

$$\text{PriaOpenOverall} = \text{DE} + \text{Seeding} + \frac{1}{2} * \text{PaperScore}$$

### General Paper Scoring

1. For each paper submission, the uploader specifies in the "Remark / Message to the Program Committee and Chairs" field which team the paper is intended to score for. See "Small team rule" to see in which situations multiple teams may be specified.
2. Only one paper can be chosen to score for a team.
3. A paper scores for all teams stated in the remarks, for all tournaments.
4. Students are invited to submit additional papers independent of tournament scoring.

### Small team rule

1. If one institution has multiple teams at ECER, to achieve a nonzero paper score for every team, they have to write one paper per team, but at most one paper per full three students of that institution. If there are less than three students overall, those students have to write one paper.
2. For every team surplus to the number of papers an institution has to write, an additional team of that institution may be specified in the remarks of one of the papers.
3. The achieved paper score counts equally for all specified teams
4. Institution advisors should encourage cooperation when writing joint papers.

### Examples

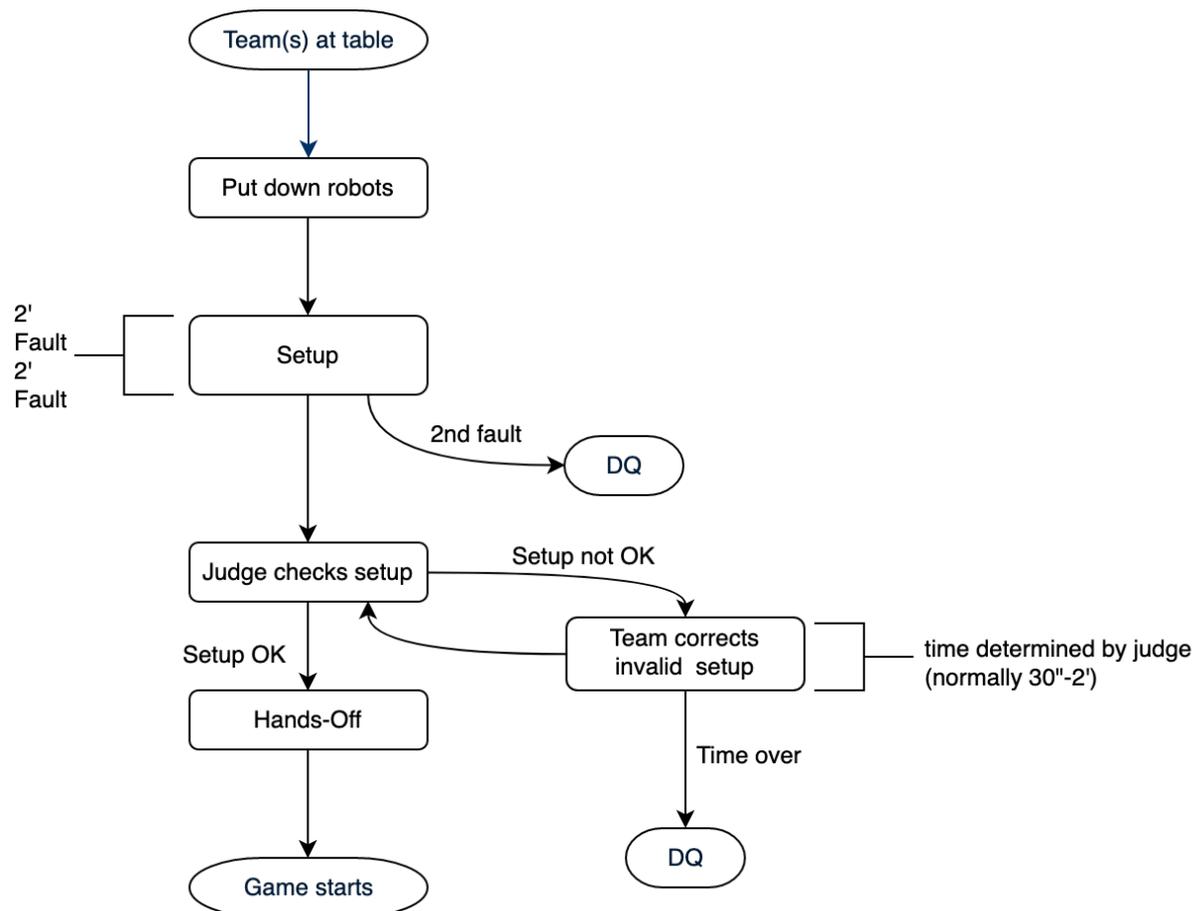
- An institution has one team of two students; they need to write one paper.
- An institution has one team of six students competing in two tournaments; they need to write one paper.
- An institution has teams with 2 & 3 students; they need to write only one paper to score for both teams.

- An institution has teams with 2 & 3 students, and one team does not participate in writing a paper; the team that wrote the paper does not have to mark the paper to score for the other team.
- An institution has teams with 1 & 5 students; they need to write two papers to score for both teams. Their advisor(s) should encourage teams to work jointly on the second paper.
- An institution has 3 teams that have to write 2 papers; if only one paper is written, that paper can score for up to two of the three teams.

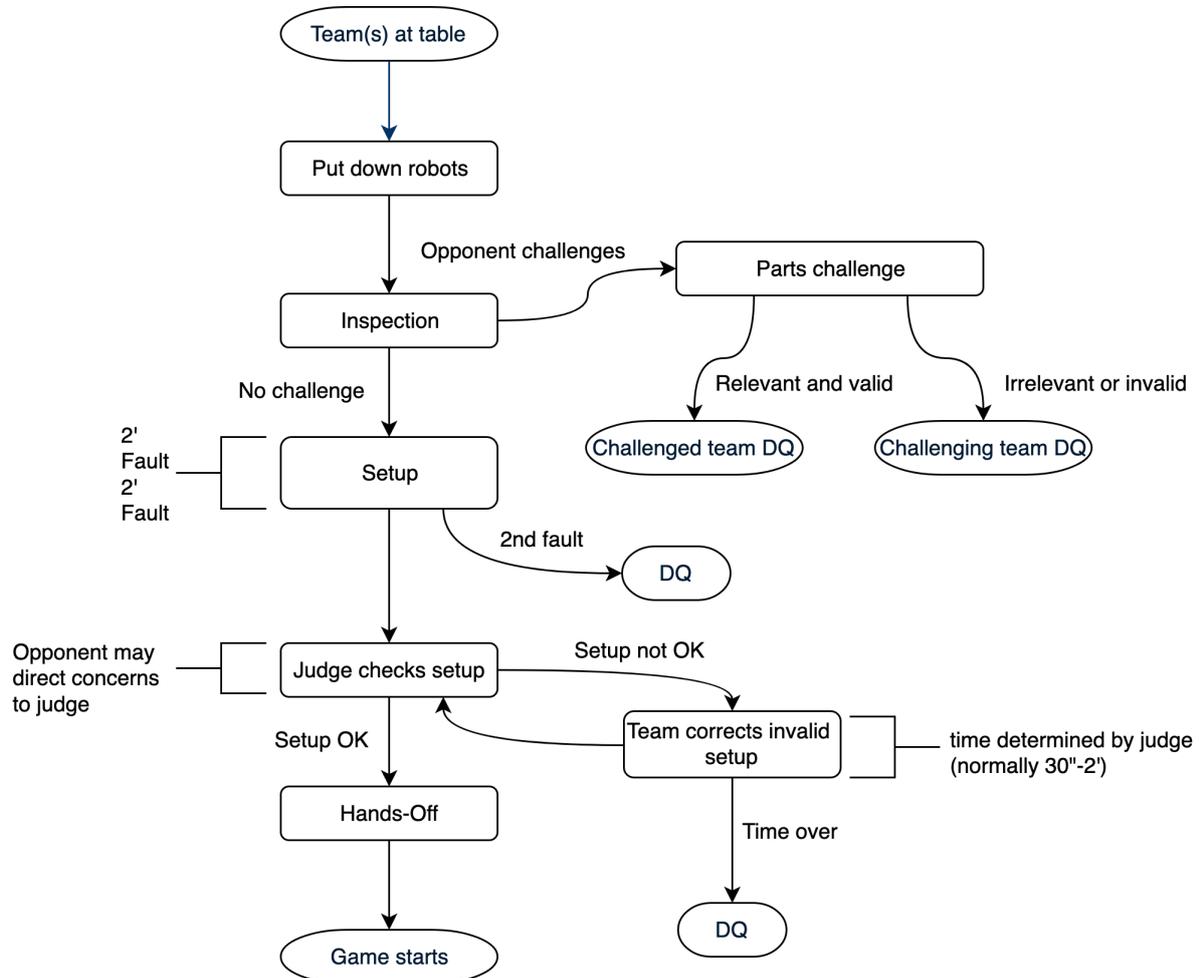
## Tournament Round Procedure

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 different at e.g. GCER or other regional competitions.

### Seedings



## Double Elimination



## 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. Any form of misbehavior and disrespect can and will not be tolerated. 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 2020 will deploy a yellow/red card penalty system.

For any serious misconduct identified by the head judge's, he/she 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 one of 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 participant, 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 in other team's robots and tournament rounds.

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.