RoboCup Humanoid League Rule Voting 2024

Results

Survey 627412

Number of records in this query:	16
Total records in survey:	16
Percentage of total:	100.00%

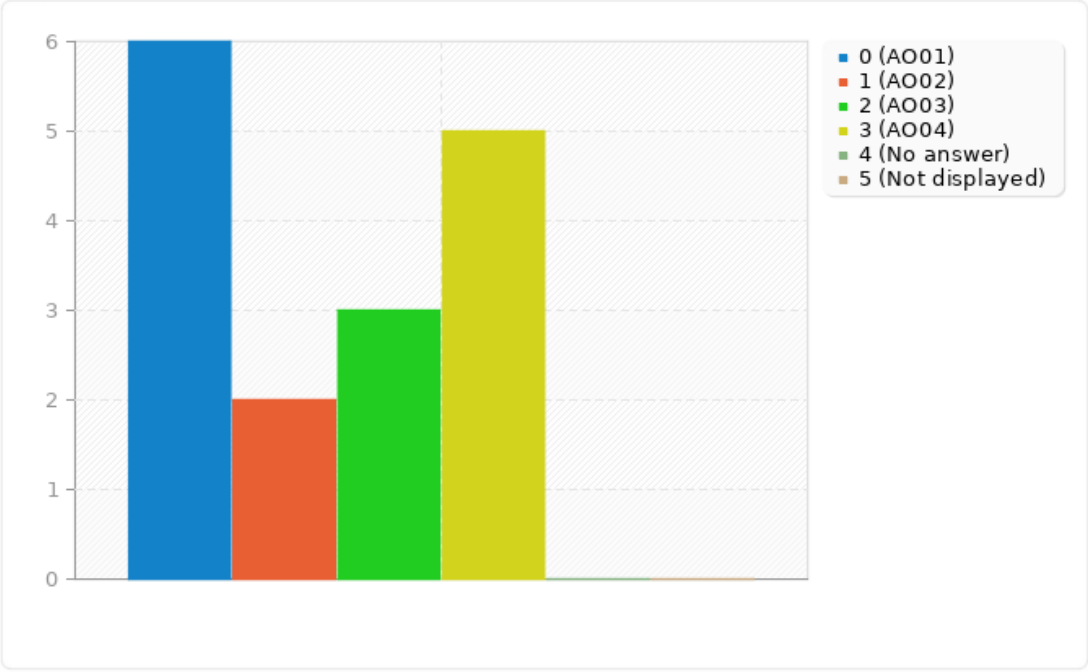
Summary for V2024A

Some concerns were raised regarding drop-in games, what should happen to them?

Answer	Count	Percentage
Reduce amount of drop-in games, granting at least one hour of preparation time before each game (AO01)	6	37.50%
Suspend drop-in games (AO02)	2	12.50%
Keep drop-in games as is (AO03)	3	18.75%
Move drop-in games to technical challenges as 2 teams vs 2 teams (in 2025, suspended until then) (AO04)	5	31.25%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024A

Some concerns were raised regarding drop-in games, what should happen to them?



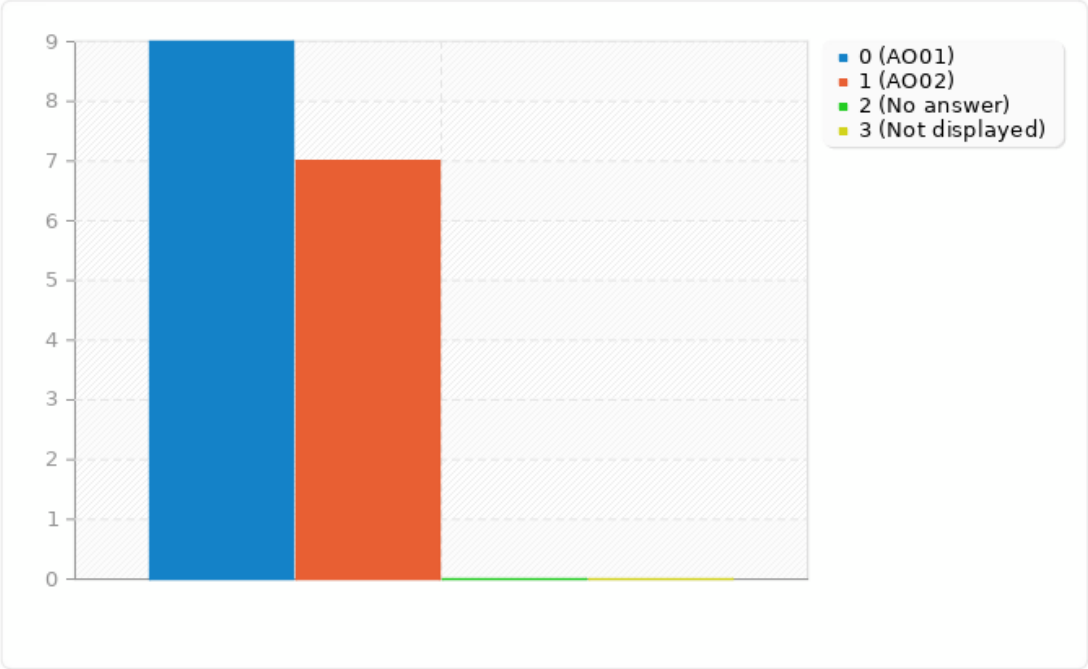
Summary for V2024A1

If drop-in games are suspended or moved to Technical Challenge, how should seeding be determined?

Answer	Count	Percentage
Seeding should be fully random (AO01)	9	56.25%
Seeding should be based on last years results (AO02)	7	43.75%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024A1

If drop-in games are suspended or moved to Technical Challenge, how should seeding be determined?



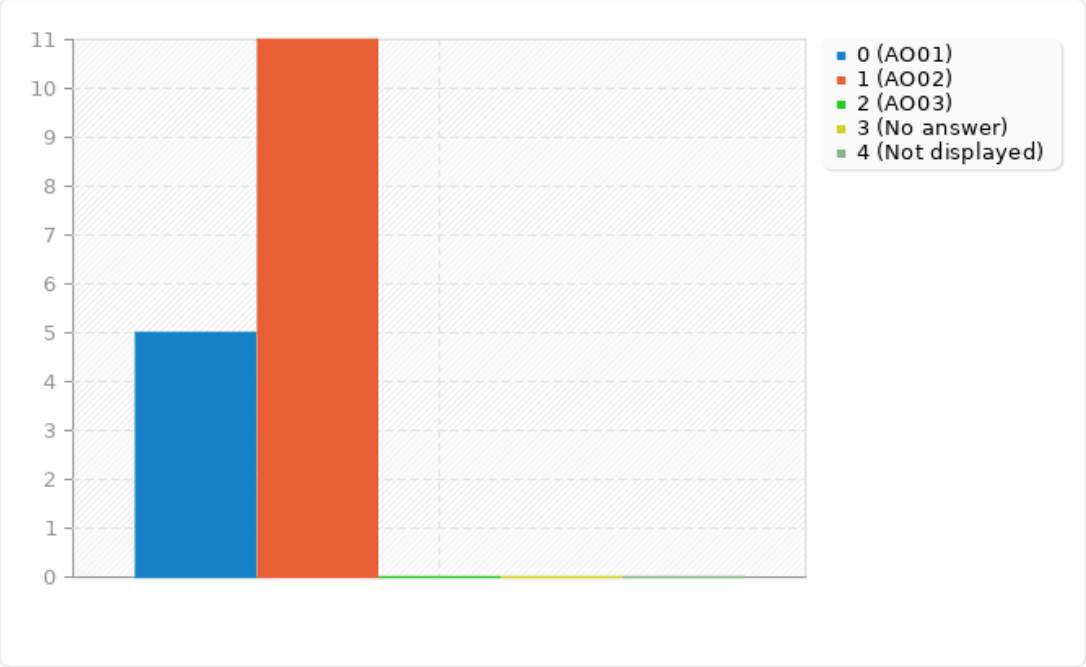
Summary for V2024B

Some teams felt that this year's schedule was too tightly packed and they did not have the chance to improve between games because they were always playing. The OC may propose a similar approach this year. This question aims to get an idea of how teams perceived the number of games. The number of games at RoboCup 2023 was

Answer	Count	Percentage
too high (AO01)	5	31.25%
good (AO02)	11	68.75%
too low (AO03)	0	0.00%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024B

Some teams felt that this year's schedule was too tightly packed and they did not have the chance to improve between games because they were always playing. The OC may propose a similar approach this year. This question aims to get an idea of how teams perceived the number of games. The number of games at RoboCup 2023 was



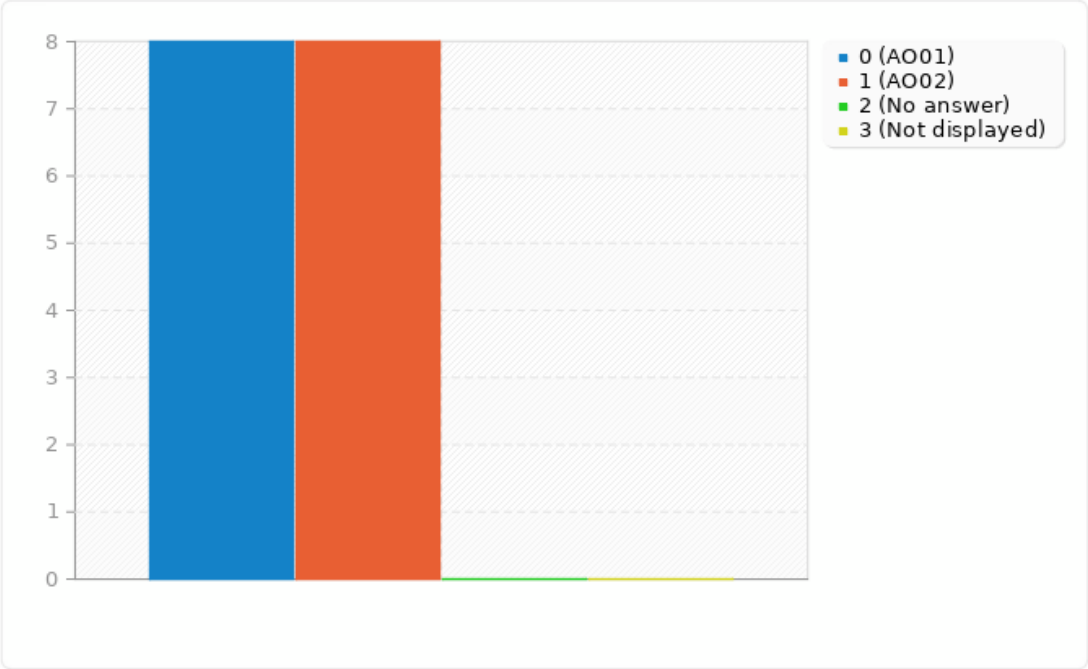
Summary for V2024C

Should the parkour technical challenge be removed? https://github.com/RoboCup-Humanoid-TC/Rules/pull/60

Answer	Count	Percentage
Yes, remove the parkour technical challenge (AO01)	8	50.00%
No, keep the parkour technical challenge (AO02)	8	50.00%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024C

Should the parkour technical challenge be removed? https://github.com/RoboCup-Humanoid-TC/Rules/pull/60



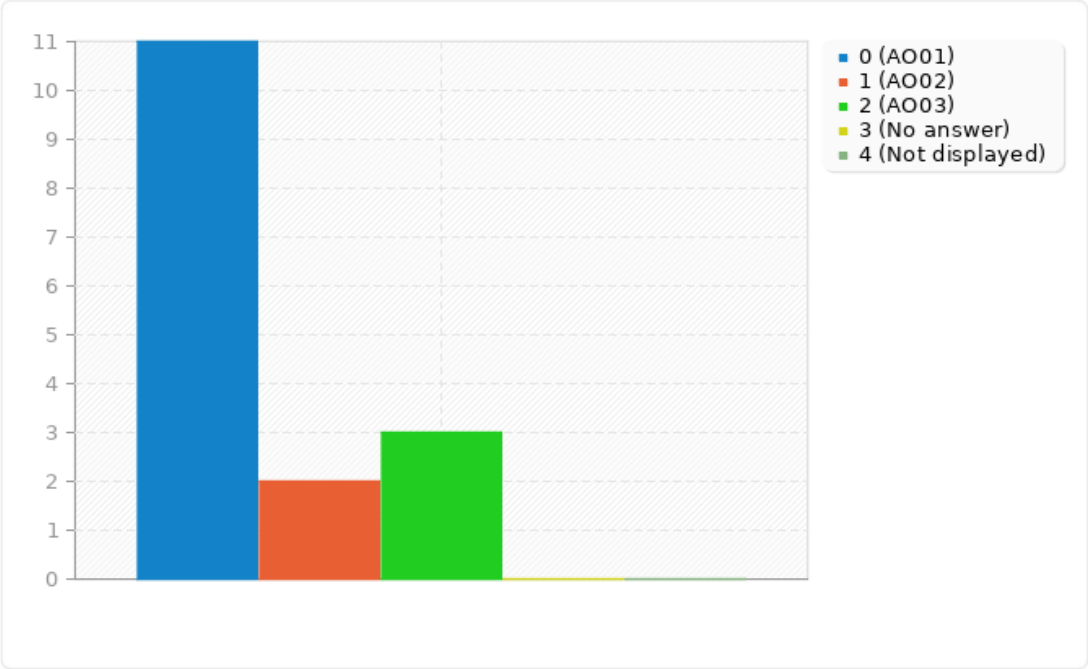
Summary for V2024D

Should the Obstacle Navigation technical challenge as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/61 be added?

Answer	Count	Percentage
Yes, add the technical challenge (AO01)	11	68.75%
No, do not add the technical challenge (AO02)	2	12.50%
Abstain (AO03)	3	18.75%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024D

Should the Obstacle Navigation technical challenge as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/61 be added?



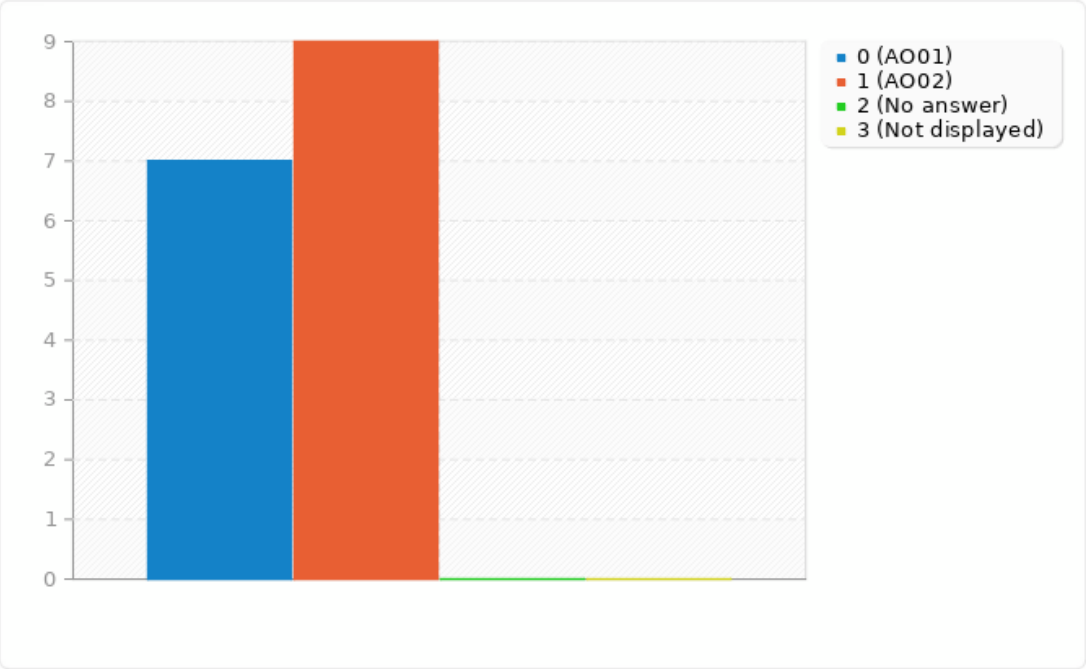
Summary for V2024E

Robots need to demonstrate during robot inspection at the competition that they are capable of standing up. Should they also have to demonstrate walking for a distance of 1 meter on the competition turf?

Answer	Count	Percentage
Yes, this demonstration should be required (AO01)	7	43.75%
No, this demonstration should not be required (AO02)	9	56.25%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024E

Robots need to demonstrate during robot inspection at the competition that they are capable of standing up. Should they also have to demonstrate walking for a distance of 1 meter on the competition turf?



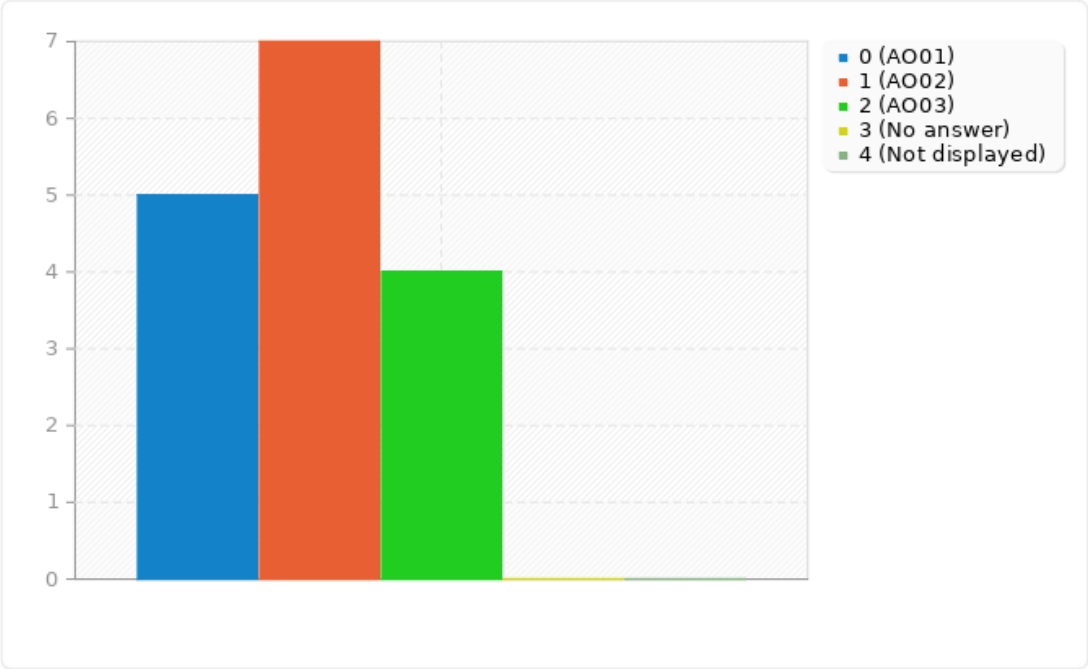
Summary for V2024H

Currently the arm length is only limited by the maximum extension of the robot. As it is quite late for Hardware Changes, this rule would only be applied in 2025. Should the arm length be restricted according to the formulation in the pull requests linked in the answers ?

Answer	Count	Percentage
Yes, restrict the armspan https://github.com/RoboCup-Humanoid-TC/Rules/pull/59 (AO01)	5	31.25%
Yes, restict the arm not reaching lower than the knee https://github.com/RoboCup-Humanoid-TC/Rules/pull/58 (AO02)	7	43.75%
No, keep the rules as they are (AO03)	4	25.00%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024H

Currently the arm length is only limited by the maximum extension of the robot. As it is quite late for Hardware Changes, this rule would only be applied in 2025. Should the arm length be restricted according to the formulation in the pull requests linked in the answers ?



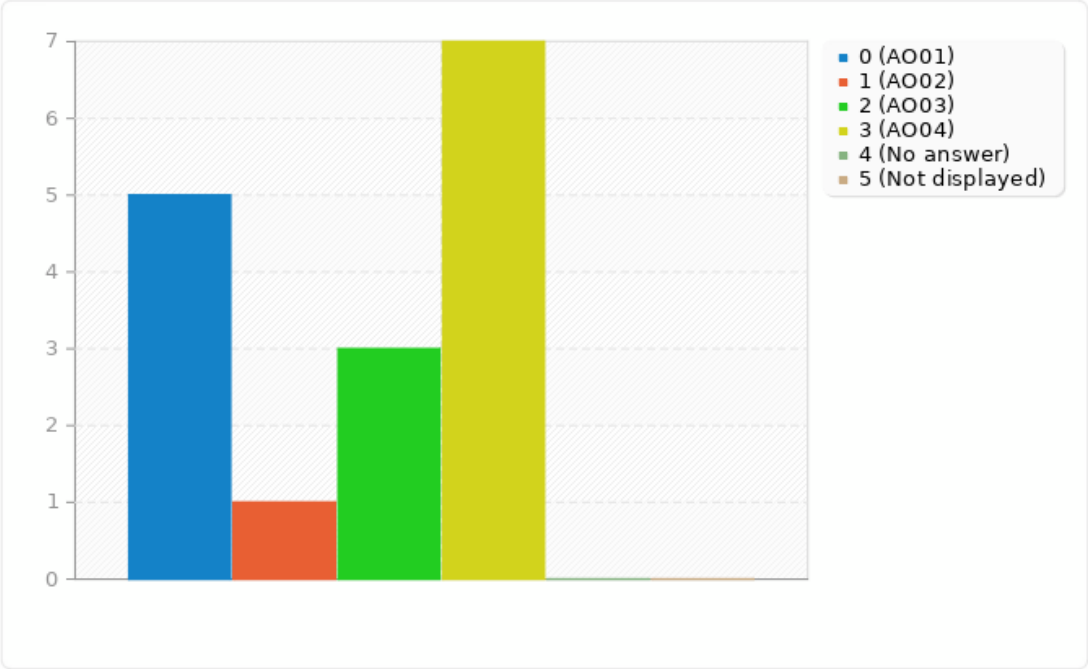
Summary for V2024I

Currently the robot's head movement is restricted to 270 degrees (+- 135 degrees from the forward looking pose) in pan. Most humans can not move their heads this far. Should the head movement be restricted?

Answer	Count	Percentage
No, keep as is (AO01)	5	31.25%
Yes, restrict to 240 degrees https://github.com/RoboCup-Humanoid-TC/Rules/pull/54 (AO02)	1	6.25%
Yes, restrict to 210 degrees https://github.com/RoboCup-Humanoid-TC/Rules/pull/53 (AO03)	3	18.75%
Yes, restrict to 180 degrees https://github.com/RoboCup-Humanoid-TC/Rules/pull/52 (AO04)	7	43.75%
No answer	0	0.00%
Not displayed	0	0.00%

Summary for V2024I

Currently the robot's head movement is restricted to 270 degrees (+- 135 degrees from the forward looking pose) in pan. Most humans can not move their heads this far. Should the head movement be restricted?



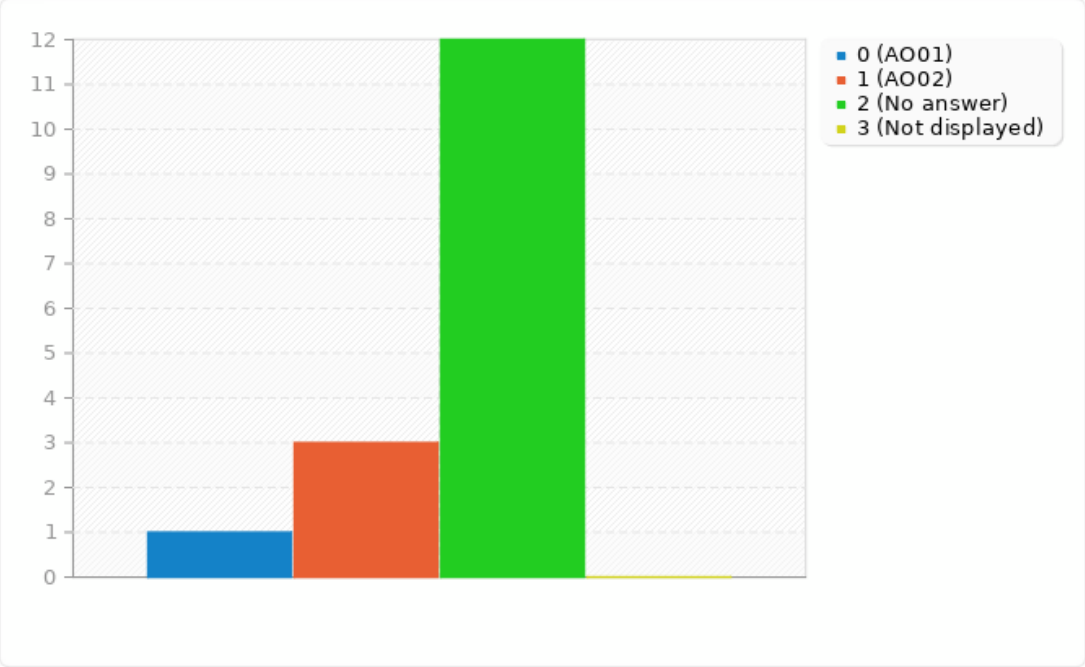
Summary for V2024F1

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should robot handlers behind the robots be disallowed in AdultSize as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/55 ? The robot handlers would act the same way as in KidSize.

Answer	Count	Percentage
Disallow robot handlers behind robots (AO01)	1	6.25%
Continue to allow robot handlers behind robots (AO02)	3	18.75%
No answer	12	75.00%
Not displayed	0	0.00%

Summary for V2024F1

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should robot handlers behind the robots be disallowed in AdultSize as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/55 ? The robot handlers would act the same way as in KidSize.



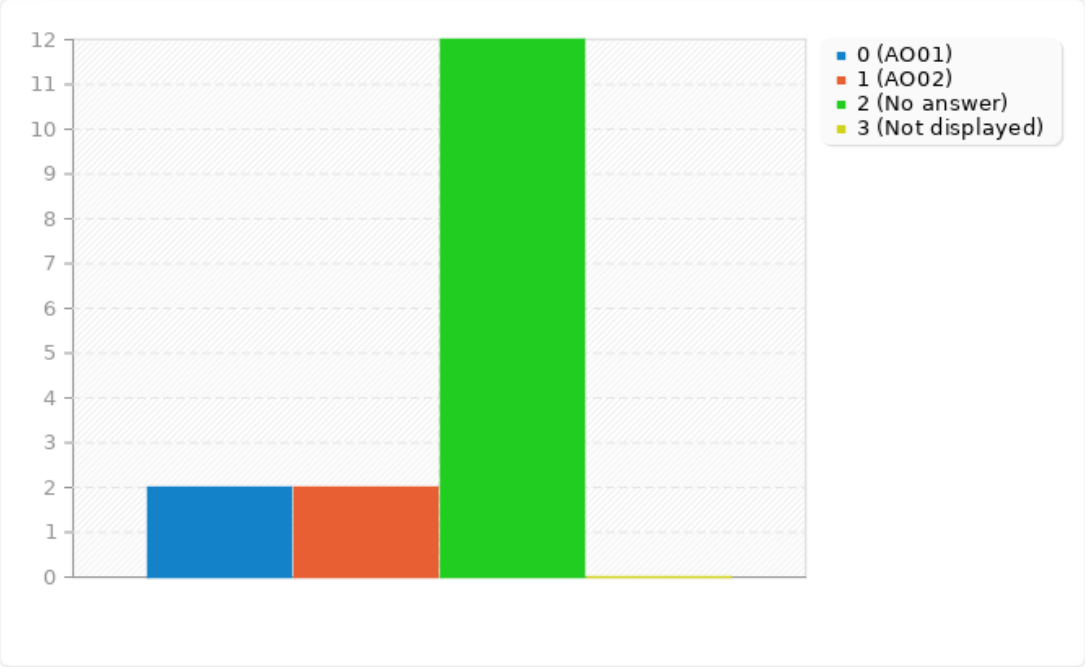
Summary for V2024F2

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the distance which the robot handlers must keep in adult size between themselves and the robots be increased to 1.5 meters ? https://github.com/RoboCup-Humanoid-TC/Rules/pull/56

Answer	Count	Percentage
Yes, increase the distance (AO01)	2	12.50%
No, keep the current distance of one armlength (AO02)	2	12.50%
No answer	12	75.00%
Not displayed	0	0.00%

Summary for V2024F2

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the distance which the robot handlers must keep in adult size between themselves and the robots be increased to 1.5 meters ? https://github.com/RoboCup-Humanoid-TC/Rules/pull/56



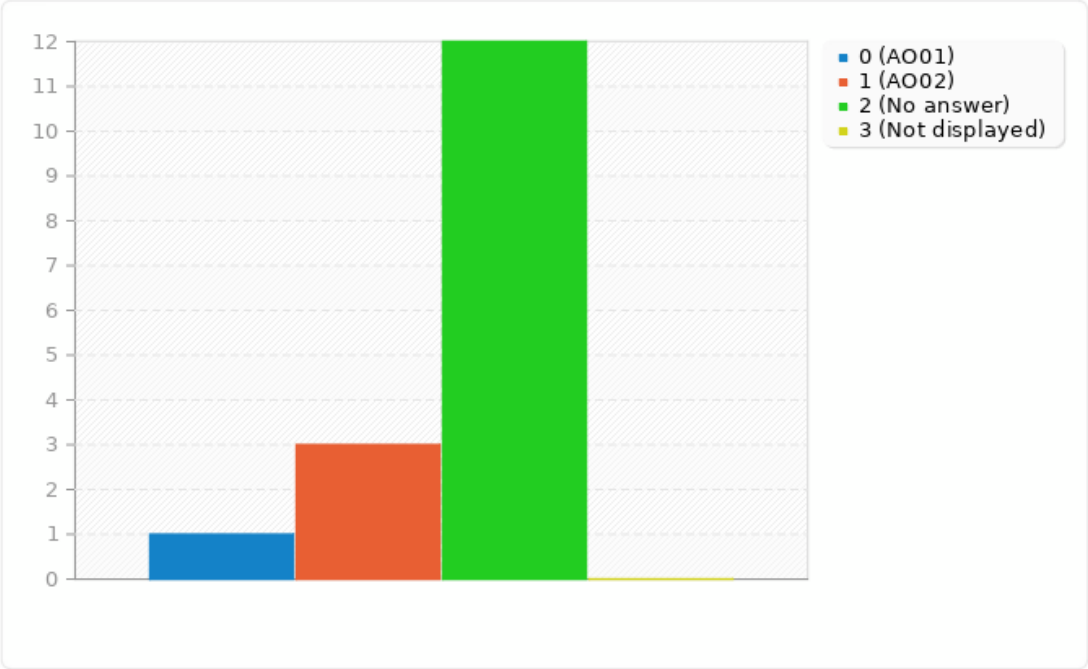
Summary for V2024F3

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the time penalty for picking up Robots be increased to promote autonomy as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/57 ?

Answer	Count	Percentage
Yes, accept the changes (AO01)	1	6.25%
No, reject the changes (AO02)	3	18.75%
No answer	12	75.00%
Not displayed	0	0.00%

Summary for V2024F3

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the time penalty for picking up Robots be increased to promote autonomy as described in https://github.com/RoboCup-Humanoid-TC/Rules/pull/57 ?



Summary for V2024K

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the number of robots be increased from 2 vs 2 to 3 vs 3 in the 2025 competition?

Answer	Count	Percentage
Yes, increase the number of players to 3vs3 (AO01)	2	12.50%
No, keep the number of players at 2vs2 (AO02)	2	12.50%
No answer	12	75.00%
Not displayed	0	0.00%

Summary for V2024K

ONLY ANSWER THIS QUESTION IF YOUR TEAM COMPETES IN ADULT SIZE Should the number of robots be increased from 2 vs 2 to 3 vs 3 in the 2025 competition?