

IranOpen 2015 3D Soccer Simulation League Challenges

In this competitions, 3D Simulation league technical committee decided to run some challenges in order to challenge teams in specific skills and abilities. These challenges are as follows:

Pass Challenge:

In this challenge, your team will play 2 minutes game against a “frozen” team, in which all players stay in their initial positions (their positions are unknown, but remains the same for all games). Your team should score one goal, however at least 3 players of your team should cooperate (by passing the ball to each other) in this score and at least 3 passes should be performed. “Pass” is evaluated by human referee; but if the ball reaches the other player after traveling some distance on its own, it is usually considered a “Pass” unless the distance is too small.

The team with the fastest goal ranks first. The challenge will be repeated 3 times, and the average score time will be considered for the team. In case of equality, TC will decide about ranks considering team's performance.

Teams who want to participate in this challenge need to upload a script named “start_teamwork.sh” in their home directory which runs their team for this challenge. This script will receive the IP address and port of the server as input arguments.

Goalie Challenge:

In this challenge, only the goalkeeper is allowed to enter the field and 10 shots will be done from penalty point towards different points in the goal, and the goalie will be scored by its reaction to the shots. Score of zero will be considered for the shot, if the goalie exits the penalty area.

Volunteer teams need to upload a script named “start_goalie.sh” in their home directory which runs the goalie as mentioned earlier. This script will receive the IP address and port of the server as input arguments.

Run Challenge:

In this challenge, only one player of each team will enter the field and tries to run straight as fast as possible. The running will be evaluated by player's displacement in X axis and total time of when players both legs are off the ground.

Volunteer teams need to upload a script named "start_run.sh" in their home directory which runs the running player. This script must accept server's IP address and port as input arguments. Note that walking must be human like.