# Onstage2 Performance rules

## 1. The Challenge Description

1.1 **RoboCup Junior OnStage2 challenges teams of students to design, build and program 2 robots to perform to music.** This can be in the form of a dance or a theatrical presentation. Teams are scored on their Performance and a Technical Description Presentation.

1.2 All members must have 2 years or less experience in the OnStage Challenge to enter.

1.3 OnStage2 is open to all students enrolled and studying at a recognised Primary or Secondary education provider.

## 2.1 The Performance area

All measurements in the rules have a tolerance of 5%.

2.1.1 The Stage will be a 1.50m x 1.50m firm, flat, square surface with a maximum vertical differential of 3mm.

2.1.2 The boundary will be marked with 50mm black tape, leaving a useable floor of size 1.40m x 1.40m

2.1.3 The stage floor must not be modified or damaged in any way.

2.1.4 Teams may use a floor covering that must not exceed 1.30m x 1.30m and must not cover any part of the stage floor tape boundary.

2.1.5 Teams must not attempt to stick props/floor coverings to the competition mat.

## 2.2 Student Work Area

2.2.1 Teams will be allocated space in a working area away from The Stage and Public Access Area(s). Mentors are required to supervise Student Work Area from the Public Access Area(s).

## 2.3 Interview

2.3.1 Prior to performing, teams will be interviewed by the judges. They will need to bring their Technical Description Presentation and robots with them.

## 3. Equipment / Music / Props

3.1 Performances must not include explosions, untethered projectiles, smoke or flame, liquids, or other hazardous substances. This includes any aerial robotic platforms such as drones.

3.2 240v 'Mains' electricity is not allowed on or near The Stage as part of a performance.

3.3 Any team using inappropriate music will be excluded from the event.

3.4 Music is to be supplied as indicated by the organisers of the event. This should be uploaded via the registration system.

3.5 Static or non-robotic props must not exceed a height of 50cm and must fit clearly within the black boundary of the stage.

3.6 There are to be no props outside the boundary. As they are not judged outside the mat.

## 4 Robots

4.1 The construction and programming of the robots must be the work of participants.

4.2 Robots can be of any make or type and can be dressed or modified to suit the theme of the performance.

4.3 Parents, Mentors and Supporters must not directly assist student team members with any aspect of the construction or programming of the robots during an event.

## 5 The Performance

5.1 Performances will be scored using the Official RCJA OnStage Novice Performance Scoresheet (for the relevant division). The Scoresheets are available from https://robocupjunior.org.au/onstage

5.2 Where teams are given more than one performance opportunity, only the highest performance score will be used.

5.3 The total time allowed for a performance is **six minutes (2min set up / 2 min perform / 2min pack up)**

5.4 Once time expires, judges will stop watching the performance and determine the score.

5.5 Only participants can setup or remove equipment from the Stage.

5.6 The performance must be between one minute and two minutes.

5.7 The performance must occur only on The Stage. A robot is considered off The Stage if all parts of the robot are no longer inside the outermost edge of the tape boundary on The Stage.

5.8 Before the routine begins, the team leader must inform the judges of any human-robot interactions planned within the routine.

5.9 The performance is to be performed autonomously. Where code is run from a device, that device must be placed within the stage and not touched after the performance has started.

5.10 Any performance that features violent, military, sexual, threatening, or criminal elements will be excluded. Mentors are reminded to check their team(s) music choices before competition to prevent causing offence to others.

5.11 Teams are permitted to change programs, performance routines or robots between round(s)

## 6. Restarts

6.1 A team can request a restart of the performance within the first 30 seconds of the performance.

6.2 A restart is signalled clearly to the judges verbally by the Team Leader (who must be a student).

6.3 A performance can have a **maximum of two restarts.**

## 7. Score Totals

7.1 The Final Performance Score will come from Official 2024 RCJA OnStage Novice Performance Scoresheet

## 8. Interference, Conflicts and Protests

8.1 Mentors, Parents and Supporters found to be assisting teams on the day, both within, or outside The Event Venue, will see teams incur an official warning. Further infringements may see the team disqualified and/or excluded from The Event.

8.2 Parents, Mentors and Supporters are only permitted in Public Access Area(s).

## 9. Protests

9.1 Only the Mentor may lodge a protest with the organisers if there is an alleged breach of the rules.

9.2 The protest must be made in writing not more than 30 minutes after the Performance

9.3 Protests must be lodged with the OnStage Performance Coordinator or other relevant person at The Event and will be referred to the judges for consideration.

9.4 Any protest must include: All relevant facts and any corroborative evidence, plus the rules that are believed to have been breached.