

IranOpen 2014 3D Soccer Simulation League Challenges

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

Goalie Challenge:

In this challenge, only the goalkeeper is allowed to enter the field and 5 shots will be done from a specific position to 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.

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.

League Improvement Challenge:

In this challenge, last year’s champion will play against this year’s top 4 teams and teams will be evaluated by following parameters:

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|---------------------|----------------|
| 1) Result | 2) Team Work |
| 3) Low-Level Skills | 4) Goal Keeper |