Drop-In Player Challenge for the RoboCup 2013 2D Simulation League Competition

The main point of this challenge is for teams to develop 'drop-in' players that can be good teammates and play well with a team composed of drop-in players from a variety of teams. This is also known as an ad hoc teams challenge.

Each participating team will contribute at least one, and most likely two, drop-in field players to a game. Each drop-in player will compete in 10 minute 7v7 games (two 5 minute halves) with both teammates and opponents consisting of randomly chosen other drop-in field players. Each team will also be assigned a common goalie agent (the latest version of agent2d). The exact number of games played by each drop-in player will depend on the number of teams that participate in the challenge, but all drop-in players will play at least one game against every other drop-in player in the challenge. If there are fewer than 6 teams participating then either default common canonical players (agent2d), or additional randomly sampled agents from the same team, will be added to a team to bring the total number of players to 14. No coach agents will be used.

It is suggested that drop-in players use the default agent2d communication protocol should they want to communicate. However, drop-in players are not required to utilize this protocol — the use of this or any communication protocol is purely optional. Both goalies, and canonical players if added, will support this communication protocol.

All normal game rules apply in this challenge. Each player will be randomly assigned a uniform number from 2-11 at the start of a game. In order for an agent to participate it must allow for the following argument to its start script to start a single agent:

- -t TEAM_NAME : the name of the team that the agent will be playing on

The challenge will be scored by the average goal difference received by an agent across all games that an agent plays in.

After the tournament all teams participating in the challenge will be asked to release their drop-in player binaries and start scripts.