

Supplementary Rules April 9, 2003

Please use these Supplementary Rules along with the original Rules Book.

Code:

- The rule that is numbered with “x” is what is **ADDED** to the original Rules book.
- The rule that has normal numbering is what is **MODIFIED** and will **REPLACE** the original rule.

1) THE GAME FIELD

(1.3.e) There are nine baskets (a basket has 3 nets) on the game field. All are hung in the automatic zone. There are four baskets at the outer perimeter. These are “outer baskets.” There are four baskets at the inner perimeter. These are “inner baskets.” The “center basket” is at the center. The four outer baskets are hung 1500 mm. high. The four inner baskets are hung 2000 mm. high. The center basket is hung 3000 mm. high. All heights are measured from the floor to the center of the net. All baskets except the center basket are hung from the truss via 25 mm. diameter steel tube. The center basket is hung directly from the truss structure.

(1.3.f) There are white circular discs of 100 mm. diameter and 10 mm. height fixed to the floor directly under all the baskets. These discs indicate the projected position of the basket on the game floor. The disc is made of a hard material with white color.

(1.x1) Modifying or making any change to the game field or equipments is not allowed. For example, gluing a paper or plate at the starting zone, adding more guideline on the game field, or pasting a reflector on the disc.

(1.x2) The orientation of the baskets is random at the starting of the game. A team cannot turn the baskets to their desired direction before the game starts.

3) TEAM MEMBERS

(3.1) Each Team must have four members from the same University/Polytechnic. The four members are three students and an instructor.

(3.1.x1) Team members must enroll in University/Polytechnic at the time of the international contest.

(3.1.x2) Postgraduates are not qualified.

(3.1.x3) An exception is given to those who enroll in University/Polytechnic at the time of domestic contest.

4) MACHINES

(4.1.x1) Everything separated from the manual machine is considered to be manual machine/s and it/they must work as manual machine/s. Hence, leaving extra materials that cannot be manually controlled is not allowed.

(4.1.x2) Every parts protruding outward (but not yet separated) from the manual machine such as hands, arms, strings, grippers, etc. are considered to be part of the manual machine. The manual machine’s dimension limit is still applied in this case.

(4.1.x3) The manual machine can handle opponent’s balls.

(4.1.x4) Intentionally blocking a path of the opponent's manual machine with the manual machine is not allowed.

(4.2.a) All automatic machines must be autonomous and must have ability to move by themselves. Parts or material left by or separated from automatic machines that cannot move are not allowed. The operator must not touch or handle the automatic machine once the automatic machine starts.

(4.2.x1) Everything separates from the automatic machine is considered to be automatic machine/s and it/they must work as automatic machine/s. Specifically, leaving extra materials that cannot operate autonomously is not allowed.

(4.2.x2) Every parts protruding outward (but not yet separated) from the automatic machine such as hands, arms, strings, grippers, etc. are considered to be part of the automatic machine.

(4.2.x3) The automatic machine is allowed going into any zones. The flying automatic machine is allowed.

(4.2.x4) The automatic machine can climb the truss structure.

(4.2.x5) The automatic machine can touch the basket.

(4.2.x6) The automatic machine can handle opponent's balls.

(4.3.a) Three students are allowed in the competition area. At the start of the game, the automatic machine must be started by one operation. For example, press a push button or a switch to start the machine. In case of several automatic machines, the team is allowed to start the automatic machines one by one. All of the automatic machines must be started without delay (within approximately 5 seconds) and all the team members except the manual machine operator must leave the game field immediately

(4.3.c) "Retry" is allowed only once per game. After a team call for a "retry" and the referee grants permission, all team members can enter the game zone to handle the machine/s at "retry". Part or all of the machine must be returned to the original starting zone, reset, and started again without delay.

(4.4.b) Voltage of the machine's electrical power source must not exceed DC 24V.

6) MATCH

(6.1.x1) The referee shall implement the rule-check on both manual machine/s and automatic machine/s before the game. These include the weight check, the dimensions check, and the shooting speed check.

(6.1.x3) For the shooting velocity check, the 45-degree projectile of the maximum initial shooting velocity should send the Takraw ball landing no more than 20 meters displacement from the center point of the machine.

(6.2.a) A match lasts 3 minutes. However, a match may be ended earlier if the team "conquers the space" or is disqualified or for immediate safety reasons.

(6.3.b) Point/s are scored when the Takraw ball is caught by the net and the ball must be completely separated from the machine. If the ball is separated from the machine, points are scored even if the machine is touching the basket or the net. Only one Takraw ball per

net is counted for scoring. This means that no matter how many Takraw balls a team put into one net, only one ball is counted.

(6.3.d) Point/s for each net are as follow:

“Center Basket”: 5 points per net. Maximum of 15 points can be scored per basket.

“Inner Basket”: 2 points per net. Maximum of 6 points can be scored per basket.

“Outer Basket”: 1 point per net. Maximum of 3 points can be scored per basket.

(6.4.e) The team is the “Space Conqueror” if all of the followings are applied.

- The team shoots Takraw balls into all nets of the center basket.
- The team shoots Takraw balls into any of the three nets of all eight other baskets.

(6.4.x1) Points scored immediately after any violations are disallowed.

8) DISQUALIFICATION

(8.x1) If any team member intentionally touches part/s or handles the manual machine/s and automatic machine/s during the game except at “retry”, the team is disqualified.