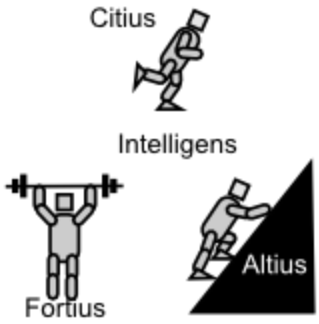

HuroCup Laws of the Game

All-Round

Jacky Baltes
Educational Robotics Center
Department of Electrical Engineering
National Taiwan Normal University
Taipei, 10610, Taiwan
jacky.baltes@ntnu.edu.tw



Abstract

The following rules and regulations govern the All-Round event of HuroCup, a robotic septathlon where a single robot has to successfully master nine events. The robot must not be modified between events. The goal is to develop a benchmark problem for humanoid robotics that stresses versatility and robustness of the system.

Latest Version of the Rules for HuroCup

The latest official version of the rules of the game for HuroCup is always available from the HuroCup Facebook Page.

Changes to the All-Round rules of HuroCup

The following changes will take effect in 2026:

- Triple Jump will be removed across all leagues. It will be replaced by Rock Climbing in the Pro League and Basketball in the Junior League.
- Mini-DRC will be replaced with a Unified Teleoperation event (in collaboration with the Air and Car leagues).
- Please refer to the HuroCup organization and specific event descriptions for detailed updates.

All-Round

This section contains information about the All-Round humanoid robot competition as part of HuroCup. The All-Round competition is the most important and prestigious HuroCup event as it tests the versatility, flexibility, and robustness of a humanoid robot. The winner in the all-round competition is determined by the single robot with the most points over all ten HuroCup events: sprint, penalty kick/united soccer, obstacle run, spartan race, weight lifting, marathon, basketball, rock climbing, archery, and united teleop.

[AR-1]: Field of Play

[AR-1.1]: There is no separate field of play for the All-Round competition. Teams participate with a single robot in multiple HuroCup events.

[AR-2]: Number of Robots

[AR-2.1]: A single robot competes in a match.

[AR-3]: The Players

[AR-3.1]: Please refer to General - HuroCup Laws of the Game for detailed information about the players.

[AR-4]: The Referee

[AR-4.1]: Please refer to General - HuroCup Laws of the Game for detailed information about the players.

[AR-5]: The Assistant Referee

[AR-5.1]: Please refer to General - HuroCup Laws of the Game for detailed information about the players.

[AR-6]: Game Play

[AR-6.1]: The score of a robot in the All-Round event is the sum of the scores that this robot achieved in the regular HuroCup events.

[AR-6.2]: The robot must not be modified in any way during the competition. Using batteries with different capacities will be considered a modification if the difference exceeds 5%.

[AR-7]: Method of Scoring

[AR-7.1]: All robots that have not scored at least one point in any event are automatically awarded no 0 rank.

[AR-7.2]: The robot with the maximum number of points over all HuroCup events is declared the winner and the other ranks are determined according to the sum of their scores over all events.

[AR-8]: Tie Breaker

[AR-8.1]: In case of multiple robots with the same sum of scores over all events, the number of scored events is used as tie breaker

[AR-8.2]: In case of multiple robots with the same sum of scores over all events and same number of scored events, the maximum score of a robot in a single event is used as tie breaker.

[AR-8.3]: In case of multiple robots with the same sum of scores, same number of scored events and the same maximum single event score, the score of the robot over a single event is used as tie breaker.

[AR-8.4]: The order of events is marathon, spartan race, rock climbing, archery, obstacle run, basketball, weight lifting, penalty kick, and sprint.