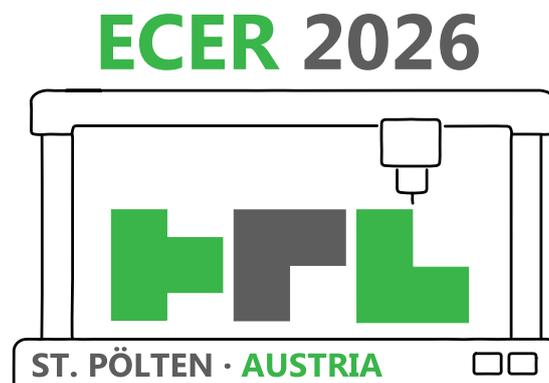


Amendments  
to the  
Botball 2026 Game Review  
for the  
European Region





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## Preamble

This document contains amendments to the game rules specified in the 2026 Botball Game Review which are in effect for the European Botball region and the PRIA Open competition at the European Conference on Educational Robotics 2026.

## Revision History

- Version 0.1, 06.02.2026: Draft with roughly updated data
- Version 1.0, 07.02.2026: Added extra game board specifications

## Game table build details

The Botball game tables at ECER will follow these additional build details:

- Part 25 (conduit clamp) is substituted with 3D printed part (compare with 2024 “air lock”).
- Part 31 (corrugated plastic) is substituted with 4mm HKP (*Hohlkammerplatte*), e.g. <https://www.bauhaus.at/hohlkammerplatten/hohlkammerplatte-eco-uv/p/28541972>. HKP parts A1 and B1, C1 and F1, and D1 and D4 will be combined into one part each.

The bottom side of the horizontal HKPs (ramp, upper deck, loading docks) will be covered with white baking paper. Other HKPs are covered with decorative prints according to the templates on the Team Homepage.

HKPs may be joined with white tape for additional stability. That includes taping the top side of drivable surfaces, which can change the surface’s friction. The taping will not extend beyond  $\sim\frac{1}{2}$ ” from the edge of the surfaces. We recommend taping the upper deck wall edges to avoid damage to the walls.

- Part 32 (4’ x 8’ FRP sheet) is substituted with two 4’ x 4’ FRP sheets. The two sheets will be joined flat with white tape, without an FRP divider.

## Authoring Papers and Tool Use

Authors may use tools, including generative AI tools such as ChatGPT, in the writing of ECER papers. The central rule about tool use is this:

As authors, it is your responsibility that your work is accurate, comprehensible, relevant, and innovative. Tools are for you to use, not for you to be led by. By submitting your paper, you certify that any tool-produced or modified content therein is based on and reflects your original work.

In general, use of LLMs for refining a human-written text’s language or for producing text that is then carefully checked for correctness and absence of plagiarism by a human is considered responsible. Among irresponsible use cases is the production of text that is not checked, or that obfuscates meaning in long, meandering phrases.

Since papers produced through *irresponsible* use of large language models take roughly the same time to review but don’t provide valuable contributions to the conference, we reserve the right to reject *low quality* papers that we suspect to be products of AI. In that case, zero points are awarded and no revisions are accepted.

Authors may provide evidence that their paper was not generated by AI, e.g. by providing Google Docs or Github histories, photo documentation of research work, or through other means. If the evidence is deemed authentic by the committee, the paper will receive a regular review.

## Documentation Score Calculation

### Elimination of Onsite Score

In 2026, the Onsite presentation that is part of Botball documentation will be skipped at ECER, and the period documentations will be rescaled to sum up to a total of one point.

The *DocScore* at ECER 2026 is thus calculated as follows:

$$DocScore = \frac{1}{3} Period1Doc + \frac{1}{3} Period2Doc + \frac{1}{3} Period3Doc$$

### Paper Rule

As with every ECER, students are highly encouraged to share their experiences and findings by submitting a paper. The paper score (between 0 and 1) will again factor into the Botball and PRIA Open scores.

In Botball, this reduces the impact of the *DocScore* by half, leading to the following *AdaptedDocScore* on which documentation awards are based:

$$AdaptedDocScore = \frac{1}{2} DocScore + \frac{1}{2} PaperScore$$

## Overall Score Calculation

### Botball

The calculation of the overall score remains as defined in the official game document, with the only difference that the *AdaptedDocScore* (as defined above) is used instead of the original documentation score:

$$Overall = DE + Seeding + AdaptedDocScore$$

(Note that there is no double seeding at ECER)

### PRIA Open

In the Open competition, the impact of the paper is the same as that in Botball, but there is no Botball documentation:

$$Overall = DE + Seeding + \frac{1}{2} PaperScore$$

### Open Practice

During scheduled open practice (during which the game table is exclusively reserved for the current team), teams are allowed to bring their laptops, tablets and similar devices to the tables and use them for purposes as defined in the second paragraph of the “Game Play → Practice” section of the official game document.

## Tournament Round Procedure

In order to clarify the procedure of a team's run at the Gametable, the following illustrations show the process and should also give all relevant information. Please note that the official game review is not very clear regarding the exact order and timing of the different phases and steps. The procedure presented here is an interpretation and things can and are likely to be handled slightly differently at e.g. GCER or other regional competitions.

### Seedings

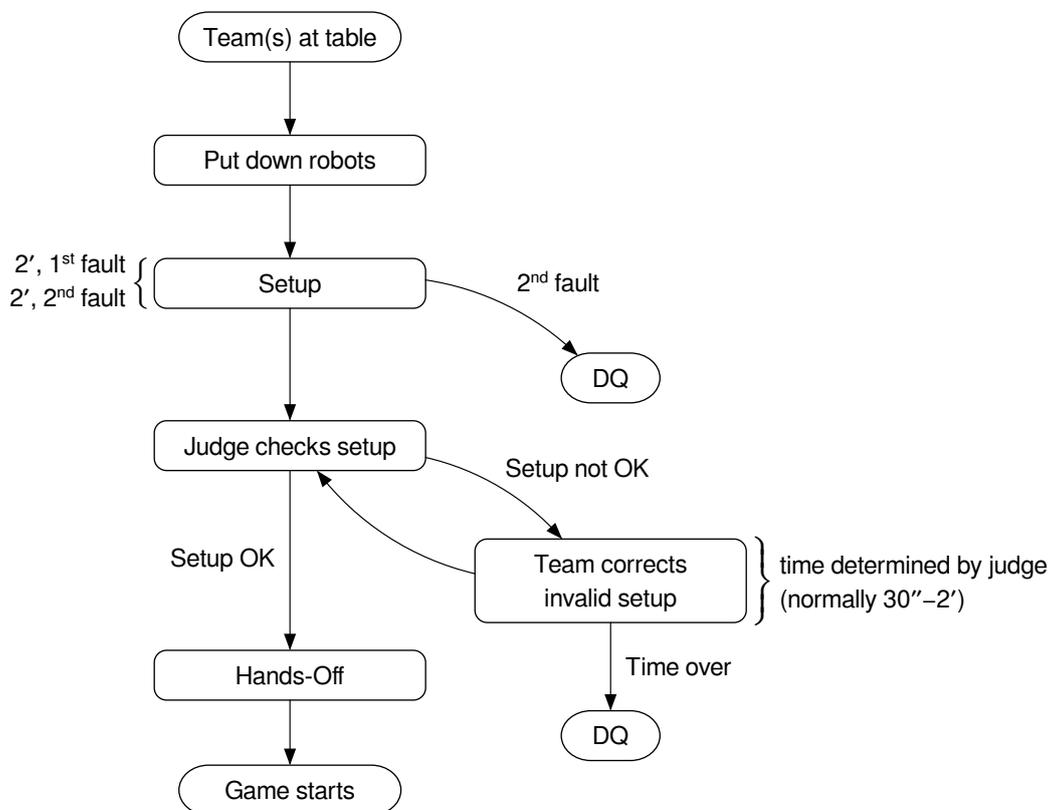


Figure 1: Seeding round procedure

## Double Elimination

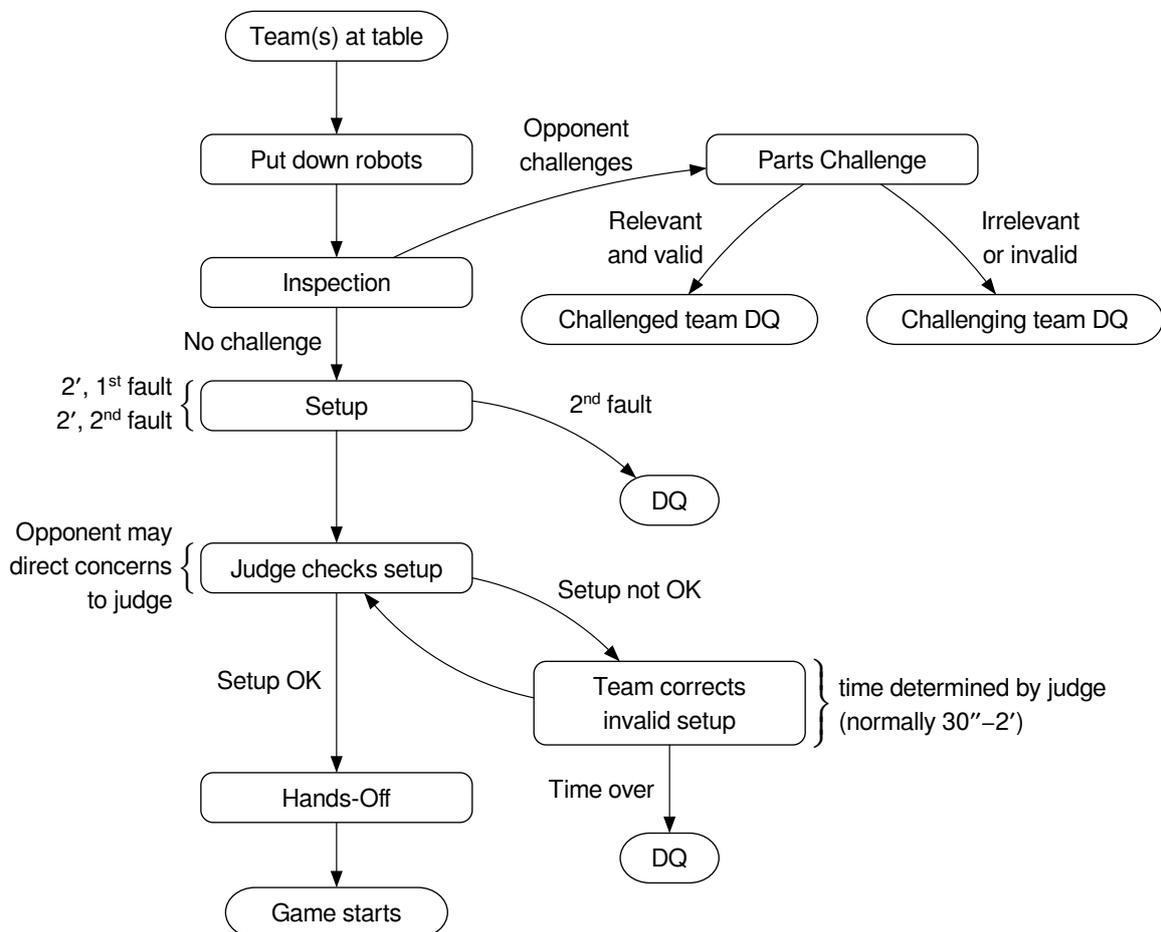


Figure 2: Double elimination round procedure



## Team Misconduct – Spirit of Botball

All staff involved in organizing ECER and the European Botball region are giving their best to provide a fair and objective experience to each and every participant and team so that they can have an interesting, educational and exciting competition and show their achievements in building and programming their robots. They furthermore treat every participant with the same respect and take any issues raised seriously.

The same is also expected of all participants. Mutual respect and striving towards creating and preserving a positive atmosphere is required for conducting ECER. While we do understand that teams put a lot of effort into the competition and discussions can sometimes get emotional, there are limits where we have to become active in order to deescalate a situation. In order to facilitate a clear pattern of action upon misconduct, ECER 2026 will deploy a yellow/red card penalty system.

For any serious misconduct identified by the head judge, they will issue a yellow card to clearly indicate that the team (as represented by its members) has been cautioned. Upon receiving a second caution during the tournament, the team will receive a red card and will consequently be immediately disqualified from the whole competition and all possible awards. Note that those penalties (yellow and red cards) are among the last resorts for the judges and will not be used blithely.

Behaviors which can be penalized with a caution (yellow/red card) include, but are not limited to

- insults and disrespect against participants, advisors, judges and anyone else involved in the event;
- failing to accept a final head judge ruling. Make sure that the head judge is aware of your point of view for consideration in the ruling but accept a final ruling when made;
- manipulation or malicious interference with other team's robots and tournament rounds, or with equipment used for tournament administration.

It is also at the head judge's discretion to immediately issue a red card for more serious misconduct such as physical violence, willful destruction, etc.