



Robotics for Good Youth Challenge 2024-2025



Organizers Guidelines

This document sets forth guidelines for the organization of a “Robotics for Good Youth Challenge National Event”, contingent upon the prior authorization of the International Telecommunication Union (ITU) for the entity to be recognized as a National Organizer.

The ITU oversees the planning and global coordination of the "Robotics for Good Youth Challenge National Events" and the organization of the Grand Finale. Designated National Organizers are responsible for the local execution of the competition within their specified geographic areas, as determined in consultation with the ITU.

Due to the logistical challenges involved, it is recommended that the number of participating teams in any single event does not exceed 30 teams.

Participation Stages

The Robotics for Good Youth Challenge is structured into three stages of participation:

1. **Micro-Robotics for Good Youth Challenge Events:** small tournaments self-organized by educational centers, entities, companies, or institutions with a minimum participation of 2 teams. These tournaments grant access to the Robotics for Good Youth Challenge National Events.
2. **Robotics for Good Youth Challenge National Events:** tournaments organized by a National Organizer. They provide access to the Robotics for Good Youth Challenge Grand Finale.
3. **Robotics for Good Youth Challenge Grand Finale:** the final tournament with the best-ranked teams from the National Events during the AI for Good Global Summit 2025, in Geneva, Switzerland.

Challenge Categories

1. The category of the participating team is assigned according to the year of birth, from January 1st to December 31st: Junior (2013 - 2010) and Senior (2009-2006). These are the recommended categories, however, there might be modifications according to countries specific need and educational systems.
2. If you are a team made up of participants who belong to different categories, the category in which you will compete will be chosen according to the age of the oldest participant.
3. Teams can consist of up to 8 members. Individual participation is also allowed.
4. Each team has a coach or mentor. If over 18 years old, the coach or mentor can be one of the team's participants.
5. Teams only play with other teams belonging from the same category.

Event Organization and Coordination

1. **Event Convening:** The National Event, which is designated as the "Robotics for Good Youth Challenge," along with the specific country where the tournament is to be held, will be scheduled for a date that is jointly determined and agreed upon by both the International Telecommunication Union (ITU) and the National Organizer.
2. **National Event Coordinator Designation:** A "National Event Coordinator" shall be designated for the event, serving as the primary liaison with the ITU.
3. **Logistical Preparations:** Sufficient logistical planning and arrangements are required to guarantee the smooth operation of the Robotics for Good Youth Challenge National Event.
4. **Tournament Registrations Management:** Oversee the administration of tournament registrations and communicate the official list of registered teams to the ITU.
5. **No Participation Fee Guarantee:** Guarantee that there is no participation fee charged to any team for the National Event.

Legal and Compliance

1. **Image Rights Management:** Manage the image rights of participants as established by national laws. Include in the document to be signed by the teams the right of the ITU to publish images and videos on its social media channels.
2. **Rulebook Compliance:** Compliance with the "Challenge Rulebook" as published on the ITU's Robotic for Good Youth Challenge's website, is mandatory.

Venue Set-up and Equipment

1. **Distinct Zones Organization:** The event venue must be organized into distinct zones, including but not limited to:
 - a. **Accreditation Area:** It is advisable to establish an accreditation area at the entrance of the tournament venue. In this area, accreditations will be given to the competition participants, referees, and organization members. Participants will not be able to enter the competition area without the corresponding "participant" accreditation.
 - b. **Training Area:** This is where teams practice with the robots. It is a particularly conflictive area, so it must be clearly delimited from the rest of the areas. This means establishing some control system to prevent anyone who is not a "participant" from entering. It is recommended to limit the area with tape, rope, or fencing. Only organization members and referees may enter.
 - c. **Robot Homologation Area:** Consisting of two tables where the various robots to be homologated will be placed. In the case of a conventional competition with 30 participating teams, 2 control tables for the robots will be needed, so each table will control an average of 15 robots.

- d. **Competition Area:** Consisting of two Competition Game Boards, on which two robots will participate in each Game Board.
 - e. **Inauguration and Closing Ceremonies Area:** The ceremonial acts of the competition can be held in the competition area if there is good visibility, otherwise, on a stage.
 - f. **Area Reserved for Organization Members and Referees:** A closed area where only organization members and referees can access and leave their belongings during the tournament
2. **Event Space Layout:** Properly delimit the spaces of the National Event and comply with the “Challenge Rulebook” when determining the access of participants, coaches, and the public to the different areas.
3. **Provision of Tables for Participants:** A table should be supplied for each participating team, or alternatively, one table for every two participating teams, contingent upon the dimensions of the tables.
4. **Provision of Chairs for Participants:** A number of chairs should be made available for each team, recognizing that it may not be essential to provide one chair for every participant.
5. **Power Outlets Provision:** Ensure the availability of at least three power outlets for each participating team, which will be utilized for charging robots and computers.
6. **Internet Connection Provision:** An internet connection must be made available to the participating teams.
7. **Microphone and Sound Equipment Supply:** Audio equipment, including a microphone and sound system, should be provided for use during speeches by organizers, dignitaries, and the presenter, as well as for background music.
8. **Tape Measures Provision:** Provide two tape measures for robot homologation.
9. **Competition and Practice Game Boards Supply:** Provide two Competition Game Boards, on which matches will be played alternately in the Competition Area, and at least one Practice Game Board, in the Training Area. The sides of the game boards in the competition area must display at least the ITU’s AI for Good, National Organizers.
10. **Game Elements Provision:** Provide the game elements of the Robotics for Good Youth Challenge Game Board as required by the “Challenge Rulebook”.
11. **Accreditation Badges and Lanyards.** Produce accreditation badges and lanyards, which will follow the official design specified by the ITU. Three types of accreditation cards are recommended: “referee”, “organization”, or “participant”.
12. **Results Screens:** Screen to project the results of the different matches and/or live recording of the matches happening on the Competition Game Boards.
13. **Trophies Provision:** Three trophies should be provided for each “Challenge Category”.

Promotional Activities and Materials

1. **ITU's AI for Good and Sponsors Visibility:** Ensure that the ITU's AI for Good initiative and any additional sponsors of the competition are featured in the communication materials of the National Organizer, including but not limited to its official website, public statements, digital documentation, promotional materials, and any used communication mediums. The ITU will inform the "National Event Coordinator" which entities should be included on each type of material. The typography or the logo of ITU or AI for Good may not be altered under any circumstances.
2. **Autonomy in Sponsorship:** The National Organizer is granted the autonomy to seek its own collaborators to sponsor the event. The National Organizers commits to notifying the ITU of the intention to initiate communication with potential sponsors.
3. **Social Media Usage:** Use the social media denominations and hashtags determined by the ITU.
4. **Targeted Promotion Conduct:** Conduct sufficient targeted promotion to encourage team participation in the competition in the "National Organizer" geographic area, in addition to the promotional support provided by the ITU.

Competition and Ceremonial Aspects

1. **Robot Homologation Conduct:** Conduct robot homologation prior to competition, ensuring that all robots comply with the specifications outlined in the "Challenge Rulebook".
2. **Teams for Robot Matches:** The selection for the pairing of competing teams shall be generated randomly.
3. **Protocol Activities Management:** Manage the protocol activities of the events, namely the inauguration and closing ceremony.
4. **Robot Matches Visibility for Public:** Ensure that the attending public is able to view the "Robot Game" on the "Game Boards," implementing necessary measures to facilitate this visibility, such as projecting the image through a projector.
5. **Opening and Awards Ceremonies Location:** Hold the opening and awards ceremonies within the same space allocated for the competition area or in an adjacent space.
6. **Provision of Visual and Audiovisual Materials:** Provide visual and audiovisual materials from the National Event to the ITU for promotional purposes.
7. **Grand Finale Team Communication:** Communicate to the ITU the team from the Robotics for Good Challenge National Event selected to participate in the Grand Finale.

Human Resources

1. The successful execution of the Robotics for Good Youth Challenge necessitates a sufficient number of volunteers to undertake all critical tasks, which include:
 - a. Two individuals responsible for accreditation control.
 - b. Two referees for each Competition Game Board. They should comply with the "Challenge Rulebook" and uphold impartiality in decision-making.
 - c. A minimum of two referee assistants for each Competition Game Board.
 - d. One social media assistant to oversee digital engagement and content dissemination.
 - e. One presenter to facilitate event proceedings.
 - f. One photographer to document event activities and capture moments.
 - g. One floater assigned for every three teams, at a minimum, to manage the timely participation of teams in matches.
 - h. At least one individual tasked to regulate team access to the Competition Area.
 - i. Adequate supervision within the Training and Competition Areas to ensure access is restricted to authorized individuals.
 - j. At least one individual tasked with the transfer of Score Sheets from referees to the score control officer.
 - k. A score and a timer controller officer to oversee match timings and scorekeeping.

Additional Requirements

1. **Event Schedule Adherence:** Adhere to the general schedule of the events. Normally, the event will be held from 8:00 AM to 2:00 PM and/or from 3:00 PM to 8:00 PM. The following structure of the events:
 - a. **Accreditation of referees and organization members** (15 minutes). They will be provided with "referee" and "organization" type accreditations.
 - b. **Team Accreditation** (15 minutes). Once the team arrives at the accreditation area, it must be verified that it is included in the official list of teams registered for the territorial phase. Once verified that the team is on the official list, accreditation will be given to each team member. These accreditations will be of the "participant" type. The coach is not considered a team member and will not be given accreditation.
 - c. **Robot Homologation** (15 minutes). Robot homologation consists of verifying that the robot complies with the measurements indicated in the "Challenge Rulebook". A tape measure will be used for verification.
 - d. **Inauguration Ceremony** (15 minutes)
 - e. **Qualifying Rounds** (60 minutes, for each of them): The matches last for two minutes. It is recommended to perform the matches alternately using the two Competition Game Boards. Therefore, in 5 minutes, 2 matches could be played: 1 match, 1 minute of rest, and 1 match. Each Game Board of the Robotics for Good Youth Challenge is divided into two identical Competition Fields. In every match, two robots will participate at the same time. The match will start when the referee gives the starting signal.
 - f. **Closing Ceremony and Award Ceremony** (30 minutes)

2. **Educational Content Assurance:** Ensure that no event lacking educational content takes place within the premises of the Robotics for Good National Event on the day of the competition. Any supplementary non-educational activity requires approval from the ITU.
3. **Visibility of the Venue:** Acquire sufficient materials to visibly denote the event venue as the location of the Robotics for Good Youth Challenge National Event, both inside and outside the venue.
4. **Practice Game Board Allocation.** Allocate Practice Game Board sessions per team. Should the team designated for a specific time slot be absent, another team requesting the slot may utilize it.

Optional Enhancements

1. **Organization T-shirts and Medals Provision:** Optionally, provide t-shirts for the organization members and medals for the participants.
2. **Water and Gift Bags Offering:** Optionally, provide water and gift bags for the participants.
3. **Participation Certificate Issuance:** Optionally, provide a participation diploma to each contestant following the designed provided by the ITU.