



Rules for Drone Soccer Competition (3 vs 3)

Venue description:

- The football stadium is an inflatable structure, with safety nets covering all four sides and the top.
- The dimensions are 4 meters for the short side, 6 meters for the long side, and 3 meters for the height.
- The center line is set up inside the football pitch (field).
- The starting zone shall be established at least 1 meter away from the shorter side of the competition arena.
- The player controls the space on the outer edge of the arenas short side.
- The goal is circular, with an outer diameter of 70 cm (D1), an inner diameter of 40 cm (D2), and a thickness of 10 cm (T), and is painted in easily recognizable colors.
- The goal is positioned at the center of the fields shorter side, at least 1 meter above ground level, and 1 meter from the short boundary.

Regulations for spherical drones

- The drone must use a circular outer frame with a diameter of 20 to 22 centimeters.
- The equipment weight does not exceed 300 grams (excluding the display section for player configuration).
- The drone must be able to clearly distinguish between its own team and the opposing teams drones.
- The spherical drones of the vanguard must also be clearly distinguishable from other spherical drones.

player regulations

- Each team may consist of up to 4 members (plus a team leader or coach, with a maximum of 2 additional members).
- Players can serve as team leaders.
- Each team fields three players per match, with the number of drones matching the player count.
- The team lineup includes one forward and two players for both offense and defense.
- Only players can enter the player zone.



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- If a team has fewer than two players, the match will be considered a forfeit.
- During the game, players or remote controllers are not allowed to be replaced.
- Players can be substituted during the breaks between matches.
- Only players on the field may operate the remote control. Any unauthorized operation will result in the match being disqualified.

Regulations on Athlete Equipment

- You may wear any clothing, but you must clearly identify as a member of the team (e.g. wearing a hat, uniform, vest, or a badge larger than A4).
- The vanguard must wear a luminous or display device to be recognized as such.
- Wearable VR (first-person perspective devices) can also be used with smartphones.
- A "spherical drone" ready for backup.
- It is prohibited to wear or carry "high-intensity lighting devices or radio interference devices" that hinder opponents attacks.
- It is prohibited to wear or carry any sound-producing devices that may disrupt the game.

judgment

- The referee and assistant referee make the decision, with the referee having discretionary power.
- The referee must be positioned to observe all players.
- In the event of a disagreement between the referee and the assistant referee, the referees decision shall prevail.
- The referee may use the on-field video equipment as needed to verify the decision, which can be repeated multiple times.
- The qualifications of the chief referee and assistant



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- referees will be certified according to separate regulations.
- Two assistant referees are positioned between the teams control areas to monitor the goal and scoreboard.
- If the head referee is unable to make a decision, the assistant referee may substitute for the head referee.

Match time

- Each round lasts 3 minutes, with each match consisting of 3 rounds where the first to win 2 matches wins.
 - Tactical discussions are not allowed during the turn.
 - With 3-minute intervals between rounds, players can perform reparations and tactical discussions.
- (The time is determined by the referee and will be announced.)
- Even if there's no time for maintenance during the intervals, the duration won't be extended.
 - If a team has fewer than two players at the start of a round, they will lose the match. In such cases, the referee may grant an additional 5-minute break before the next round.
 - The game cannot be interrupted from the announcement of the first 10 seconds before the start of the match to the end of the round.

If there are safety concerns, the referee may stop the match.

- If the match is interrupted for safety reasons, it can be resumed during the remaining time.

match control

- Before the match, select the left or right action area by flipping a coin. The choice cannot be changed during the match.
- The game will have audio alerts 3 minutes before and after it ends.
- The start and end times of the competition will be announced via a preparatory signal 10 seconds in advance.
- The start and end will be precisely notified by gestures and sound effects after the preparatory signal.

Score

- Score by shooting the spherical drone from the vanguard



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- through the opponents circular goal.
- To prevent consecutive scoring, all spherical drones of the scoring team must return to their own half.
- The uncontrolled spherical drone may not return to its base.
- If you regain control, you must return to your own side.
- If you cant control the opponents side, report it to the assistant referee and exit the control area.
- It is permitted to deliberately prevent the opponents "spherical drone" from returning to their territory, thereby delaying the opponents opportunity to score additional points.
- Failure to comply with the above rules will result in invalid scores.
- All points scored by players other than the 前锋 are invalid.

Free throw conditions:

- The opponent took off before the start signal of the race.
- The opponent violated the consecutive scoring limit rule.
- The opposing field players remain inside their own round goal for defensive purposes.
The forward is allowed to stay within their own goal area.
- Free throw opportunity: After each end of a possession.
- Penalty kick method: A one-on-one penalty shootout between the forward and the opposing field player.
- During a free throw, the 前锋 starts from the center line, while the opposing 场上球员 begins from the starting point.
- Each free throw lasts 5 seconds, and continuous scoring is allowed (subject to the aforementioned continuous scoring rules).

Winning and Losing

- The team with the highest score in each round wins that round.
- If both teams score the same number of points or neither scores any points, the game is a tie.
- The team that wins more rounds in three rounds is the winner.
- If the score is tied after three rounds, a 3-minute overtime



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period will be played.

Illegal or unlawful acts

- Penalties for violations and illegal acts include warnings, single-round defeats, and match defeats. If a player accumulates three warnings in a single match, they will lose the round.

Warning

- When non-competitors remain in the operational area.
- Move the spherical drone before the start signal.

