



*Fédération  
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# **2025 FAI World Drone Soccer Championships Sporting Rules**

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The present document details the sporting rules applicable for the 2025 FAI World Drone Soccer Championships (WDSC).

The FAI WDSC will be considered as a FAI first category event similarly to any CIAM World Championship.

According to the Volume CIAM General Rule C.2.1.1 a), there must be teams from at least eight different countries participating to the 2025 FAI WDSC.

The sporting rules are based on the F9A Drone Soccer class rules defined in the FAI Sporting Code - Section 4 Aeromodelling - Volume F9 Drone Sports.

The 2025 WDSC will concern both F9A-A and F9A-B subclasses with a different event in each subclass. The events will be organised indoor.

## **1. PLAYING FIELD**

The playing field is mainly composed of a flying zone and two players areas (one for each team).

### **1.1. Surface**

There are no precise specifications regarding the surface of an outdoor playing field, or the floor of an indoor arena or gymnasium.

The surface of an outdoor playing field must be sufficiently flat. In addition, an excessively hard surface, such as asphalt or concrete, should be avoided for the flying zone in order to minimise risk of damage to the drone ball when it touches the ground.

In case the surface of the flying zone is covered with a soft additional material, the organiser will take care a drone ball cannot sink in the coverage more than about one centimetre in order to avoid take-off problem. The organiser will also check that the 'spring effect' of the coverage will be limited.

### **1.2. Flying zone - Protection cage**

The flying zone shall be a rectangle marked by continuous lines.

The flying zone must be protected with a cage. During the sets of a match, nobody may be inside the protection cage.

The following size for the flying zone and height of the protection cage are recommended:

- Subclass F9A-A: 14 meters for the longer side (A) and 7 meters for the shorter one (B) - 5 meters height (H) for the cage.
- Subclass F9A-B: 6 meters for the longer side (A) and 3 meters for the shorter one (B) - 3 meters height (H) for the cage.

If a different size is considered for the flying zone, the longer side of the flying zone must be twice the shorter one.

The flying zone is divided in two sides marked by a continuous centre line which joins the midpoints of the two longer sides. The centre of the flying zone (middle of the centre line) will be also marked.

Two areas for start and take-off of the drone balls (one for each team) will be marked inside the flying zone by continuous lines. Those areas will be positioned in the middle part of the baselines (shorter sides of the flying zone).

The length of the start area will be defined by taking in consideration the diameter of the drone balls for the subclass concerned, and the number of active players defined.

The width of the start area will be about 1.5 m for the subclass F9A-A, and no more than 1 m for the subclass F9A-B.

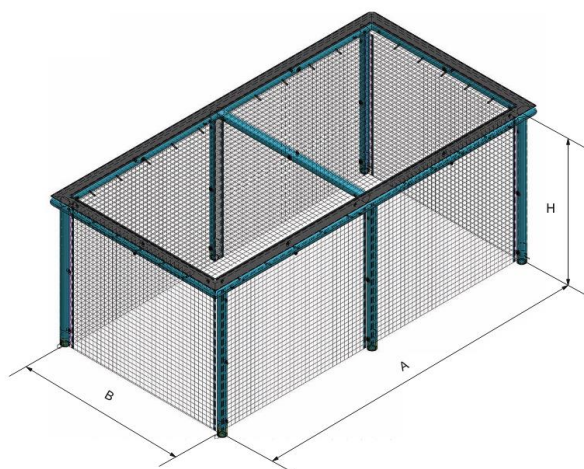
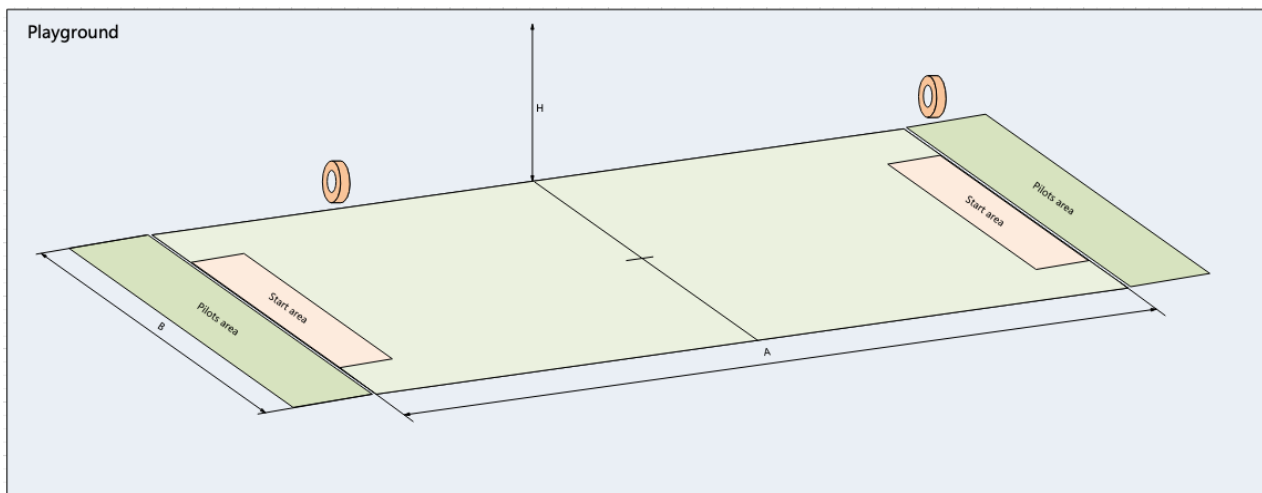
The location and size of the two start areas will be identical.

All marks on the ground shall be clearly visible using a colour distinguishable from the ground surface colour.

There shall be no obstacle(s) on the flying zone which may hinder the game.

Hard parts of the protection cage must be covered with a shock absorbing material to protect the drone balls.

When more than one playing field is used in a tournament, the size of the different playing fields and dimensions of the protection cage will be identical.



### 1.3. Players area

The players areas (one for each team) will be located outside the protection cage on its shorter sides as defined on the following image.

The location and size of the two players area in each side will be identical.

Each players area will be marked.

During the sets of a match, only the players who are effectively flying (active players) may be in the players area.

### 1.4. Goal rings

The flying zone will be equipped with two goal rings (one for each team).

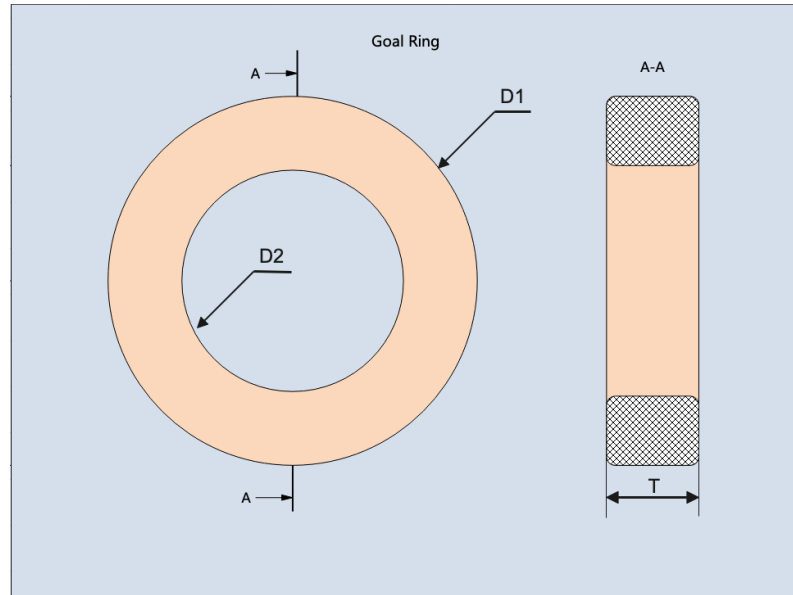
#### 1.4.1. Shape and dimensions

The goal ring will be circular

The goal ring must be stable. The shape and dimensions of the goal rings must be identical for both teams competing.

The following dimensions are recommended:

- Subclass F9A-A: External diameter (D1) 100 cm - Internal diameter (D2) 60 cm - 20 cm maximum thickness (T)
- Subclass F9A-B: External diameter (D1) 70 cm - Internal diameter (D2) 40 cm - 10 cm maximum thickness (T)



For each subclass, when more than one playing field is used in a tournament, the goal rings of the different playing fields must be identical.

#### 1.4.2. Position

The goal ring will be positioned at:

- 1,5 m inside the baseline (shorter sides of the flying zone) for the subclass F9A-A, and 1 m for the subclass F9A-B.
- 3 m height measured from the ground to the bottom of the inside of the goal ring for the subclass F9A-A, and 2 m for the subclass F9A-B.

The goal rings must face the centre of the flying zone and be parallel to each other. They will be fixed on the ceiling of the protection cage taking care to ensure a secure fixation to avoid oscillation of the goal ring and that they may fall down.

The location and positioning of the two goal rings will be the same in both sides of the playing field.

#### 1.4.3. Material and structure

The material must be strong enough to minimise risk of damage or deformation that may affect the game, but sufficiently flexible to avoid damages on the drone balls.

One goal ring will be red and the other one blue in order to be compliant with the colours assigned to the teams. It is also possible to use lighting units on the goal rings to increase their visibility.

## 2. DRONE SOCCER TEAMS

For each subclass, every NAC will be authorised to register two different teams.

**Note:** *The NACs will be requested to inform the organiser of their participation in order to evaluate the financial viability of the WDSC.*

CIAM may issue wild cards to treat specific situations as for example in countries for which Drone Soccer is not developed within a NAC.

### 2.1. Number of active players in a match

Every match will be played with:

- 5 active players per team for the F9A-A subclass,
- and 3 active players per team for the F9A-B subclass.

Every active player is flying a drone ball.

In each match, one of the active players is designated as the striker and is the only player who may score with his/her drone ball going through the opponents' goal ring. The other active players may act with their drone ball as a guide for the striker and/or as a defender for their own goal.

Any active player may only control one drone ball. So, the number of drone balls in flight for each team cannot be higher than the authorised number of active players.

Substitution of an active player is only possible during a break between two sets and can only be considered from the players declared on the players' list for the concerned team.

For each match, one of the active players will be appointed team captain and as spokesperson to communicate with the match referee, and where applicable the scoring referees.

## **2.2. Maximum number of players in a team**

The maximum number of players authorised to be registered in a team will be the number of active players plus 2 additional players. It means a maximum number of 7 players authorised to be registered in a F9A-A sub-class team, and 5 in a F9A-B sub-class team.

**Note:** *The other participants, such as the team manager, coaches, helpers or supporters will not be considered as members of the team.*

The players list for each team must be submitted before the beginning of the event as required by the organiser but in any case no later than 30 minutes before the first match.

For each subclass, a player may only be registered in one team.

The list may not be changed once the event begins.

**Note:** *Declaration of the strikers and team captains will not be requested for submission of the players list, as they may change between sets and for each match.*

## **3. EVENT FORMAT**

In each subclass, the event will be organised as follows:

### **a) 16 teams or less registered**

- Group stage with 4 groups A to D.
- Knockout stage with quarter-finals and semi-finals.

### **b) Over 16 teams registered**

- Group stage with eight (8) groups A to H.
- Knockout stage with round of 16, quarter-finals and semi-finals.

**Important note:** *The event format may be subject to changes by considering for each subclass the number of teams registered to participate to the WDSC.*

In both cases, the final stage will include a play-off match for the third place between the losers of the semi-finals matches, followed by the final for first and second places between the winners of the semi-finals matches.

### **3.1. Group stage**

For the group stage, every team will play a match against the other teams of the group.

The groups will be determined with a blind draw by taking care of a similar number of teams for all groups wherever possible.

For each match, points will be awarded as follows:

- 3 points for a win.
- 1 point for each team in case of a tie between the two teams.
- 0 point for a defeat.

In each group, the two highest placed teams will be selected for the first knockout stage round.

The ranking of each team in their group will be determined by the following criteria:

- a) Total number of points obtained in all matches of the group.
- b) Goals difference in all matches of the group.
- c) Greatest number of goals scored in all matches of the group.

If, on the basis of the above criteria, there is still a tie for the first or the second place in the group, a penalty shootout will be organised to break the tie between the concerned teams.

### **3.2. Knockout stage**

The knockout stage is run with a direct elimination of any team having lost a match.

#### **a) Group stage with 4 groups A to D**

- Quarter-finals
  - . Match 1 = Winner A & Runner-up B
  - . Match 2 = Winner B & Runner-up A
  - . Match 3 = Winner C & Runner-up D

- . Match 4 = Winner D & Runner-up C
- Semi-finals
  - . Winner match 1 & Winner match 3
  - . Winner match 2 & Winner match 4

**b) Group stage with 8 groups A to H**

- First round
  - . Match 1 = Winner A & Runner-up B
  - . Match 2 = Winner B & Runner-up A
  - . Match 3 = Winner C & Runner-up D
  - . Match 4 = Winner D & Runner-up C
  - . Match 5 = Winner E & Runner-up F
  - . Match 6 = Winner F & Runner-up E
  - . Match 7 = Winner G and Runner-up H
  - . Match 8 = Winner H and Runner-up G
- Quarter-finals
  - . Match 9 = Winner 1 & Winner 3
  - . Match 10 = Winner 2 & Winner 4
  - . Match 11 = Winner 5 & Winner 7
  - . Match 12 = Winner 6 & Winner 8
- Semi-finals
  - . Winner match 9 & Winner match 11
  - . Winner match 10 & Winner match 12

## **4. SYSTEMS NECESSARY TO RUN THE EVENT**

### **4.1. Event management system**

An event management system must permit to:

- manage the full schedule of the event in compliance with the rules stated in the present document,
- and provide availability of the results of all matches and ranking on the internet and for display on video screens at the venue.

### **4.2. Timing system**

An electronic timing system must permit to display the remaining playing time during each set of the match.

### **4.3. Scoring system**

An electronic scoring system must permit to display during the match the current number of goals scored by each team in the set concerned, and the number of set(s) won by each team.

A detection sensor may be installed on each goal ring provided this does not interfere with the scorer drone ball crossing the goal ring.

### **4.4. Video recorder system**

A video recorder system must permit to review as necessary the match when the match referee or a scoring referee has a doubt, or in case of a complaint or protest.

The recording can only be used after the match is finished.

**Note:** Any recording other than the official one will not be taken into consideration.

## **5. DRONE BALL GENERAL SPECIFICATIONS**

The drone ball must be equipped with a fail-safe device, the activation of which stops the motors.

The following are strictly forbidden:

- Pre-programmed manoeuvring device.
- System for automatic positioning and/or path rectification in longitude, latitude or height.



**Note:** Software recovery modes such as 'Flip over after crash' (also known as 'Turtle mode') or 'Crash recovery' and automatic system which can be activated by the player in order to level back the drone ball after a crash are permitted.

Any drone ball may be checked by the organiser at any time during the event to ensure it fits the specifications.

### 5.1. Weight and size

A spherical protective frame shall surround the drone ball. All the components of the drone ball must be placed inside the spherical protective frame. Nothing should protrude from this frame.

The protective frame can be from plastic or composite materials, but not from metal.

#### a) Subclass F9A-A

The total weight of the drone ball including all equipment necessary for flight (including outer frame and batteries) shall not exceed 1.2 kg.

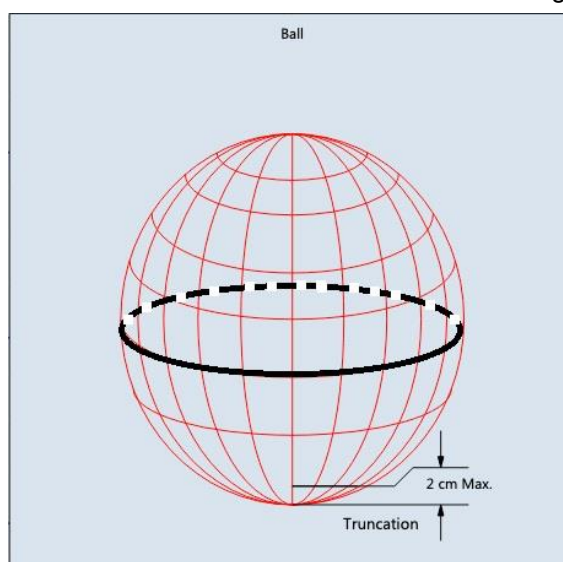
The diameter of the protective frame at the point where the circumference is measured (See image below) must be 40 cm +2 cm. So, the protective frame must fit within a 42 cm diameter circle.

#### b) Subclass F9A-B

The total weight of the drone ball including all equipment necessary for flight (including outer frame and batteries) shall not exceed 300 g.

The diameter of the protective frame at the point where the circumference is measured (See image below) must be 20 cm +2 cm. So, the protective frame must fit within a 22 cm diameter circle.

For both subclasses, the frame may be flat at the bottom of the drone ball allowing the drone ball to remain steady on the ground. The flat section cannot be more than 2 cm high (See image below).



Any individual open surface of the frame must be 150 cm<sup>2</sup> maximum.

### 5.2. Motorisation

Only electric motors are allowed.

The drone ball may be equipped with a maximum of four electric motors.

Battery pack allowed up to 6S for F9A-A subclass, and 4S for F9A-B subclass.

The voltage for each cell must not exceed 4.25 V when fully charged. This means a maximum voltage of 8.5 V for a 2S battery pack, 12.75 V for a 3S, 17 V for a 4S, and 25.5 volts for a 6S.

The voltage measurement of the battery pack may be performed before the beginning of each set.

### 5.3. Propellers

Maximum diameter:

- 6 inches (15.2 cm) in F9A-A subclass.
- 3 inches (7.6 cm) in F9A-B subclass

Metal propellers are forbidden.

### 5.4. Radio control (RC) equipment

Every 2.4 GHz spread spectrum technology RC equipment may be used.

In order to limit risk of potential problems with unwanted interference during a match, the event director may define restrictions for use of RC systems equipment outside the playing field.

In case of use of non-authorized RC equipment, penalty going up to disqualification from the event of the concerned team may arise (See 10).

### **5.5. LED light devices**

In order the drone balls of each team could be clearly recognised during the match, red colour will be assigned to a team and blue colour to the other team. So, a LED strip must be installed on each drone ball, so it may be clearly visible from any angle.

#### **Specifications for the LED strip:**

- Minimum 40 individual LED elements for the 40 cm drone balls (F9A-A), and minimum 16 LEDs for the 20 cm drone balls (F9A-B).
- LED strip fixed on the circumference of the main frame which supports the motors,
- Capability to easily switch before the match to the colour assigned to the team concerned.

An additional LED light unit with a minimum of 6 LEDs will be installed on the rear part of each drone ball with capability to rapidly switch the colour.

The colour will be different for each drone ball to allow each active player to identify the position of his/her drone ball, and to permit differentiation of the different active players of the team.

Each team may choose their colours subject the colours are clearly distinguishable from one another, and not to consider the colour, red or blue, assigned to the team concerned. However, the colour for the drone ball of the Striker (scorer drone ball) will be blue for the red team, and red for the blue team.

### **5.6. Identification of the scorer drone ball**

In order to increase recognition of the drone ball of the Striker (scorer drone ball) of each team, the organiser may request the striker of each team to attach to the bottom of their drone ball a ribbon or thin material "flag" that will hang from the bottom.

## **6. PROCESSING**

### **6.1. Processing before the beginning of the tournament**

Each team can register and process up to:

- 14 drone balls for the F9A-A subclass.
- 10 drone balls for the F9A-B subclass

The drone balls and RC equipments will be processed by the organiser before the beginning of the competition for the subclass concerned.

The organiser will mark each registered drone ball with a specific identification for each drone soccer team. The mark must be easily visible and difficult to falsify (e.g. paint mark or sticker).

If one of the drone balls registered is destroyed due to a cause not applicable to the team concerned, the team shall have the right to present a replacement drone ball for registration and processing up to one hour before the official starting time of the first official match of the event.

During the event, in case of doubt, the main referee may request the organiser to check the characteristics of a specific drone ball. The main referee may also consider a random spot-check following any match to check the most important characteristics of the drone ball.

A team for which a drone ball is not compliant may be disqualified from the WDSC (See10).

### **6.2. Checking before the match**

Before each match, a pre-flight checking of the drone balls may be done in the preparation area.

In case a team must change drone ball(s) between two sets, the drone ball(s) concerned must be pre-flight checked before the start of the set.

## **7. PRACTICE FLIGHTS**

In each subclass, at least one practice session will be organised for each team registered.

Flights other than those authorised by the organiser are strictly forbidden. In case of a violation of that rule, penalty going up to disqualification from the event of the entire team may arise (See 10).

## **8. ORGANISATION OF A MATCH**

A match is subdivided into three sets. Time allocated for each set is three minutes.

Another than in exceptional circumstances, the break between two sets will be limited to about two to three minutes, which is normally sufficient to retrieve the drone balls, change the battery pack and place them again on the start areas.

### **8.1. Number of drone balls per team**

Each team may have up to 2 (two) spare drone balls ready for a match. The spare drone balls must not carry a battery pack until they are not used for flight.

The player may only change their drone ball or battery pack during the break between two sets.

### **8.2. Position of the teams on the playing field**

The match referee performs a coin toss in order to determine the position of the teams on the playing field (left or right side).

The team that wins the coin toss chooses the side for their players area. The teams keep the same side for the entire match and so will stay in the same players area for all three sets.

Nevertheless, if the match referee considers that an external factor, such as wind for an outdoor match, may significantly affect the result of the match, he/she may instruct the teams to swap sides. A team cannot complain or protest against such a decision of the match referee and cannot request a side change between two sets not instructed by the match referee.

After the allocation of the players areas is decided, the captain of each team may check the goal ring in which the team must score.

### **8.3. Start of a set**

The start of each set will be done as follows:

- After the drone balls have been placed in their respective start areas, the match referee will request the two team captains if their team is ready to start.
- When the match referee considers that the teams are ready, he/she will announce clearly 'Arm your quads'.
- About 3 to 5 seconds after this announcement, a brief and intelligible sound signal will announce the start of the set.

The match referee must stop the match and request a new start when he/she considers that:

- the start procedure has not been done properly,
- or a player starts (drone ball leaving the ground) before the start signal.

In case of an early start of a player, a penalty shot will be granted against the concerned team.

### **8.4. End of a set**

The match referee is responsible for defining the end of the set.

He/she will take into consideration when necessary additional time taking into account that time consumed for a penalty shot must not be considered as a part of the period of time of the set (See 9.19.1).

The end of the set will be announced with a brief and intelligible sound signal.

### **8.5. Scoring**

A team scores a goal when the drone ball of the striker crosses the goal ring of the opponent's team, provided that:

- the goal ring has been crossed in the direction of the opponents' baseline,
- and when the entire drone ball has passed through the entire opponent's goal ring.

Based on the information provided by the electronic scoring system, the scoring referee concerned is responsible to decide if the goal must be scored or not.

Scoring by crossing the opponent's goal ring with the drone ball of an active player who is not the striker will not be recognised as a goal. There will be no penalty for doing that.

When a team scores a goal, all active players of the concerned team must immediately return to their side of the flying zone, as marked by the centre line, before attempting to score again. The scoring referee concerned is responsible for ensuring this is done properly. In case of an infringement, a penalty shot will be granted against the concerned team (See 9.19.1). In addition, a following goal which will be considered by the scoring referee as resulting from the violation of the rule will not be validated.

When a striker scores a goal, the scoring referee concerned raises a flag until the scorer drone ball had returned to its side of the flying zone and becomes eligible again to score.

A drone ball on the ground being unable to fly and so to return to its-side-of the flying zone will be considered as being excluded from the remaining of the set.

Attempts to prevent the still active drone balls from returning to their side of the flying zone (and therefore delay the scoring of the next point) is permitted.

**Note:** *In case of a temporary loss of control on a drone ball, the concerned player must do its best to return on his/her half of the flying zone after recovering control. When the player considers that the drone ball becomes unable to fly, see 8.6.*

The striker may pass or remain in his/her own goal ring for defence purposes.

Another player of the team may pass through his/her own goal ring subject doing so it does not block the opponents' team from scoring. When a player, other than the striker, passes or stays inside his/her own goal ring for defence purposes, a penalty shot is granted against the concerned team (See 9.1).

## 8.6. Safety occurrence

When a drone ball becomes unable to fly (loss of control, damage,...) or cannot be flown in a safe condition, the active player concerned must activate the drone ball fail-safe, and notify the match referee as soon as the drone ball is on the ground. The team concerned will play shorthanded for the remainder of the set.

**Note:** *An active player can be requested by the match referee to stop flying if it is considered the drone ball no longer meets acceptable safety standards. It could be for example the case when the drone ball is damaged after a collision or after a crash, or when the battery pack is dangling.*

When this concerns the striker, the team captain may call a time out to the match referee. The match referee will stop the clock and will request all players to immediately land their drone ball. After all drone balls have landed, the striker must disarm his/her drone ball and then leave the players area.

A different active player of the team concerned will be appointed striker and his/her drone will be placed in the start area of the team concerned. The team captain will declare the new striker to the match referee.

The appointment of a new striker may be done only once in a set for the team concerned.

## 8.7. Set and match result

For each set, the team that scores more goals in the set wins the set. If both teams score the same number of goals, or neither team scores a goal, the set will end with a tie between the two teams (no team winning).

The team that wins two sets is the winner of the match.

If situation the match ends with a tie between the two teams, a penalty shootout will be played with three penalty shots for each team.

For the first penalty shot, the team shooting first will be determined with a coin toss. After, the other team will shoot its first penalty shot, and so on.

The team shooting its penalty shot choose its striker and the opposite team its defender. The striker may be the same for different penalty shots; same applies for the defender of the opposite team.

If the penalty shots sequence does not permit to decide between the two teams, an overtime period will be run with a start done as for a set. The first goal scored will determine the winning team (sudden death/golden goal).

If a team withdraws from a match (or for the rest of event), the match(es) concerned will be considered as being lost by the team. The same applies for a team that has been disqualified from the event.

If a match is definitively stopped before its end, the current result based on the number of sets won determines the winner of the match except when the match is stopped because a team receives a red card (See 9.3.2). If both teams are equal and when it is necessary to decide between the two teams (for example for an event with direct elimination rounds), the match referee organises a coin toss to determine the winner.

If the event cannot go on to the end, the last available provisional ranking will be considered for the final ranking.

## 9. PENALTIES

All penalties (penalty shot, warning, yellow and red card) are granted by the match referee.

Penalties expire once the match is finished and do not carry over into subsequent matches.

### 9.1. Penalty shot

A penalty shot will be granted against a team in the following situations:

- Start of a drone ball before the start signal (See 8.3).
- When the player(s) do not return properly to their side of the flying zone after their team has scored a goal (See 8.5).
- When an active player crosses or remains steady inside his/her team goal ring for defence purposes (See 8.5).

The penalty shot is taken by the striker (scorer drone ball) against one defender of the opposite team. A 10 second period is given for the penalty shot attempt after the signal of the match referee.

The time consumed for the penalty shot will not be considered as a part of the period of time of the set.

### 9.2. Warning

A warning may be given to a team in the following situations:

- Non authorised person (reserve player, coach,...) in the players area during a set.
- Minor uncivilised conduct of a player or a coach towards a referee, an opponent player or coach, or a spectator.
- Delay of the start of the match or of a set caused by a team without acceptance of the match referee.
- Simple movement of a drone ball before the start signal which will not be considered as an early start.
- Unintentional contact during a set of a flying drone ball on a drone ball which is on ground.
- Unintentional contact during a set of a drone ball on a person.

### 9.3. Yellow and red cards

#### 9.3.1. Yellow card

When two warnings are given for the same reason during a match to a team, a yellow card is given to the team.

In addition, a yellow card may be directly given to a team in the following situations:

- Change of an active player during a set.
- Major uncivilised conduct of a player or a coach towards a referee, an opponent player or coach, or a spectator.
- Intentional manipulation of a drone ball during a set.
- Intentional contact during a set of a flying drone ball on a drone ball which is on ground.
- Intentional contact during a set of a drone ball on a person.

The active player responsible for receiving the yellow card will be ejected from the rest of the set, and the team concerned will continue with the remaining active players.

When the yellow card does not concern a particular active player, the team captain decides the active player to be ejected from the rest of the set.

#### 9.3.2. Red card

When two yellow cards are given during a match to a team, a red card is given to the team.

In addition, a red card may be directly given to a team in the following situations:

- Active player not registered on the list of the players.
- Severe uncivilised conduct of a player or a coach towards a referee, an opponent player or coach, or a spectator.
- Dangerous or hazardous behaviour or action by an active player during a set.

The active player responsible for receiving the red card will be ejected from the rest of the match, and the team concerned will play with one less drone during the rest of the match.

When the red card does not concern a particular active player, the team captain decides the active player to be ejected from the rest of the match.

## 10. DISQUALIFICATION FROM THE EVENT

A disqualification from the event is decided by the event director with the consent of the FAI Jury.

A disqualification from the event affects the concerned team for the entire event. A disqualified team is placed at the end of the ranking with a 'DISQ' mention.

Disqualification from the event may be considered in the following situations:

- Use of a drone ball or equipment that does not conform to the rules.
- Deliberate very dangerous behaviour by an active player on another person.
- Unsporting behaviour by a member of the team.

## 11. OFFICIALS

According to the Volume CIAM General Rules C.7.5, the referees shall be selected by the organiser and the names supplied to the CIAM Drone Sports Subcommittee Chairman for checking to ensure that the chosen referees are qualified in all respects to act for the WDSC. The Subcommittee Chairman may propose replacements with an appropriate justification.

The referees must have had recent practical judging and/or flying experience in Drone Soccer and must be on the approved CIAM list at the time of approval.

The list of the referees shall be proposed in Bulletin 1 after being approved by the CIAM Bureau.

### 11.1. Event director

The event director will have a complete oversight of the FAI WDSC and has the responsibility of the safety concerns.

The event director will support the main referee to ensure compliance of the event with rules and is in charge of:

- Organising the running of the event (draws, detailed schedule, order of the matches, etc.) according to the event format which has been retained.
- Nominating for each match the match referee and the scoring referees.
- Validating the result of each match and the provisional and final rankings.

The following responsibilities and duties of the event director are also defined in the present rules:

- Definition of the eventual restrictions for use of RC systems equipment outside the playing field (See 5.4).
- Possibility of practice flights (See 7).
- Disqualification from the event of a team (See 10).

### 11.2. Referees

A main referee will be appointed for the WDSC in order to manage sportive conduct of the event in conjunction with the event director.

Additional referees will be appointed to act as match and scoring referees.

#### 11.2.1. Main referee

The main referee has the final authority regarding application of the drone soccer rules for the event.

Responsibilities and duties of the main referee are:

- Compliance of the drone balls with specification rules (See 5).
- Interruption of the event or delay of the start if necessary (See 12).
- Coordinating with the Match referee.
- Handling of complaints.
- Collaborating and leading with other officials to ensure safe and fair competition.
- Overall supervision of the competition in cooperation with the FAI Jury.

#### 11.2.2. Match referee

The match referee has the overall responsibility to lead the match seamlessly, smoothly, and fairly in cooperation with the scoring referees.

To avoid situation of potential conflict of interest, the match referee cannot be from same country as the two teams concerned by the match.

He/she must also pay appropriate attention to the safety concerns during the match and take care that only authorised persons are present on the playing field.

He/she will be positioned in order to have an overview of the entire playing field and to be seen by the active players. He/she will be equipped with a microphone or equivalent in order to be heard clearly by every active player on both sides of the playing field.

Responsibilities and duties of the match referee as defined in the present rules are:

- Choice of the position of the two teams on the playing field (See 8.2).
- Check before each set that the active players for both teams are on the players list (See 2.2).
- Start (See 8.3) and end (See 8.4) of each set.
- Break time between two sets (See 8).
- Validation of goals and scores in cooperation with the scoring referees (See 8.5).
- Request an active flyer to stop flying if it is considered the drone ball no longer meets acceptable safety standards (See 8.6).
- Set and match result in cooperation with the scoring referees (See 8.7).
- Granting of penalties (See 9).
- Interruption of a set for an external disturbance or any other justified reason (See 12).
- At the end of the match, record the score of each set in cooperation with the scoring referees, the final result of the match, the penalties which have been granted during the match and any incident which to notice.

The match referee may change his/her decision if he/she considers he/she has made an error of judgment or after considering the advice of a scoring referee. In any case, the position of the match referee prevails.

#### 11.2.3. Scoring referee

Two scoring referees should be appointed prior to each match with one on each side of the playing field match.

To avoid situation of potential conflict of interest, both scoring referees cannot be from same country as the two teams concerned by the match.

Both will be positioned outside the flying zone. The scoring referees will follow the game on their side of the playing field to follow the scoring of the striker concerned.

The match referee may specify before the match to the scoring referees what he/she expects first and foremost from them.

#### 11.3. FAI Jury

According to the CIAM General Rules C.7.2, the FAI Jury, including two suitable reserves, shall be selected by the organiser. The Subcommittee Chairman shall review the proposed jury members to check that they qualify to be on an FAI Jury. He may propose replacements with an appropriate justification.

The members of the Jury shall be of different nationalities.

The Jury must include at least one member of the CIAM Bureau or one who, over the last 5 years, has served on the Bureau. This Jury member will act as the Jury President.

The second member must be another CIAM Bureau member, a CIAM Delegate, someone who in the past 5 years has served on an FAI championship or WAG Jury, or someone who in the past 5 years has served two consecutive years on the CIAM Drone Sports Subcommittee.

The remaining member may be selected from any country, provided that approval has been obtained from that person's NAC.

The Jury composition shall be proposed in Bulletin 1 after being approved by the CIAM Bureau.

### 12. INTERRUPTION OF THE EVENT

The event should be interrupted or the start delayed for any incident affecting safety or requiring access for emergency services.

The decision is taken by the main referee in conjunction with the event director.

The match referee has the right to interrupt a set for an external disturbance or any other justified reason. When an interruption occurs during a set, the set must be completely rerun when possible except if the

match referee considers a team as directly responsible of the interruption (for example forfeit). In that situation, the team which is the cause of the interruption loses the set which means the other team wins it. The decision to stop definitively a match must be taken by the main referee.

### **13. AWARDS**

In each subclass:

- the best placed team will be awarded the title of FAI Drone Soccer World Champion for the subclass concerned;
- FAI medals and diplomas will be awarded to the Team Manager and every player of the teams placed first, second and third.

Prizes and trophies may also be awarded by the organiser, and the hosting city or organisation.