

FIDA WORLD CUP JEONJU 2025

Competition Rules



F W R C

**FIDA World cup
Referees Committee**

FIDA WORLD CUP JEONJU 2025

Competition Rules

■ General Regulations

1. Promoting Fair Competition and International Friendship

- All coaches and players representing their respective countries must embody the spirit of fair play, strive to perform their best in all matches, and always show respect and encouragement toward the opposing team.
- All participating coaches and players should actively engage in fostering friendship and exchange between nations and players.

2. Prohibition of Excessive Competition and Hostile Conduct

- Teams are prohibited from making hostile expressions or disrupting events in public areas. If an objection needs to be raised, team representatives must communicate directly with referees or relevant officials.
- Direct complaints against the opposing team are strictly forbidden. Any issues must be resolved through the referees.

3. Prohibition of Political, Religious, or Racial Statements or Expressions

- This competition aims to promote international harmony and friendship through drone soccer.
- Therefore, any derogatory remarks or political or religious expressions are strictly prohibited during the event.
- Peaceful religious activities are permitted and encouraged during the event, and assistance may be provided if necessary.

■ Event Schedule

	SEP 24 th (Wed)	SEP 25 th (Thu)	SEP 26 th (Fri)	SEP 27 th (Sat)	SEP 28 th (Sun)
09:00~10:00	Hotel transfer & Check-in	Preparation	Preparation	Preparation	Airport limousine service or FIDA Training Day
10:00~12:00 (Morning)		Class20 Club group stage	Class20 Club group stage	Class20 INTL group stage	
12:00~12:30		Transition Time	Transition Time	Transition Time	
12:30~14:30 (Early Afternoon)		Class20 Club group stage	Class20 Club Knockout Stage	Class20 INTL Knockout Stage	
14:30~15:00		Transition Time	Transition Time	Transition Time	
15:00~17:00 (Late Afternoon)	Welcome Party Group draw Start list draw	Class20 Club group stage	Class20 Club Knockout Stage	Class20 INTL Final	Super Pilot
17:00~18:00		Ceremony Preparation	C20 Club Finals	Ceremony Preparation	
18:00~20:00 (Evening)		Opening ceremony	FIDA Friendship Night	Awards Ceremony	
20:00~22:00 (Night)					

Class20 INTL

Class40 INTL

Cracing INTL

Super Pilot

Class20 Club

Class40 Club

Cracing Club

■ Class20 Competition Rules

- *INTL Group draw: September 24, 18:00pm, in the Class40 Mega Tent*
- *Club Group draw: Pre-assigned by FWRC and NGB (National Governing Body)*
- *Competition Schedule Overview*
 - *INTL Class20: September 27, 10:00am - 17:00pm*
 - *Club Class20 Group stage: September 25, 10:00am - September 26, 12:00pm*
 - *Club Class20 Knock out stage: September 26, 12:30 - 19:00pm*

All participating players must arrive at the assigned venue (based on the match order draw) at least 30 minutes before their match begins.

- *Event Venue: Class20 Skyfence*
- *Awards: 1st, 2nd, and 3rd place will be awarded to each INTL and Club*

1. Application

- a. These competition rules apply to both International (INTL) and Club *Class20* matches held during the FIDA World Cup Jeonju 2025.
- b. In the event of any discrepancy with FIDA Official Rules or in the absence of an official rule, these competition rules take precedence.

2. Eligibility for Participation

- a. Participating teams and players must be registered through an NGB (National Governing Body)* recognized as a member or associate member of FIDA.
*NGB : National Governing Body (Sole representative of Dronesoccer in that country for FIDA)
- b. Each team is limited to a maximum of 10 members, including the coach(es).
- c. The final roster of participating players must be submitted no later than 30 days before the start of the competition.
- d. Changes to the roster may be made up to 7 days before the start of the competition. Any changes must be requested by the registered team representative via FIDA's official email at info@dronesoccer.org
- e. All players must present valid identification, such as an ID card or passport, upon request.
- f. Players not listed on the submitted roster at registration are not eligible to participate in the competition.
- g. There are no age restrictions for participating players.

3. Match Bracket Structure

INTL Match

- a. A total of 24 countries will participate.
- b. The bracket is organized into 8 groups (Group A to H), each consisting of 3 teams. The letters A to H correspond to designated Skyfence arenas; for example, Group A will play in Skyfence A.
- c. In the *group stage*, the top two teams from each group advance to the Round of 16.

- d. All *group stage* matches are decided in a single set.
- e. The *knockout stage* begins from the Round of 16.
 - Each match in the *knockout stage* consists of up to three sets, and the first team to win two sets advances to the next round.
 - If the third set ends in one win, one draw, and one loss per team, the winner is determined by goal difference. If the goal difference is tied, additional sets are played until a winner is decided. No additional maintenance time will be granted for these extra sets.

Club Match

- a. A total of 192 club teams will participate.
- b. The bracket is organized into 64 groups (Group A1–H8), each consisting of three teams. The letters A to H correspond to designated Skyfence arenas; for example, Group A will play in Skyfence A.
- c. The *group stages* consist of two rounds.
 - **1st group stage:** 3 teams per group, with the top 2 teams advancing to the second Group Stage.
 - **2nd group stage:** 4 teams per group, with the top 2 advancing to the Round of 64.
- d. All *group stage* matches will be decided in a single set.
- e. The *knockout stage* begins from the Round of 64.
 - Each match in the *knockout stage* consists of three sets, and the first team to win two sets advances to the next round.
 - If the third set ends in one win, one draw, and one loss per team, the winner is determined by goal difference. If goal difference is still tied, additional sets are played until a winner is decided. No additional maintenance time will be granted for these extra sets.

4. Group Draw Procedure

- a. The group draw for the **INTL match** is conducted by the head of each NGB or a delegate authorized by them.
 - Each head of NGB draws a ball numbered from 1 to 24 to determine group allocation.
 - The order of the draw is based on the order in which final rosters are received.
 - The draw will take place on September 24 at 18:00pm in the Class40 Mega Tent.
- b. The group draw for the **Club match** is conducted jointly by the FWRC (FIDA World Cup Referees Committee) and each NGB.
 - The FWRC prepares the match schedule based on the number of teams submitted by each country. The goal is to place teams from the same country in different or distant groups. The match schedule only includes the country name and serial number.
 - Each NGB assigns serial numbers to its teams and submits them to the FWRC at least

one month before the competition.

- The FWRC will finalize the schedule by adding the team names received from each country to the preliminary schedule and distributing it. No public draw involving the teams will be held for the Club match.

5. Player equipment

- The official ball for the *Class20* match is the Skykick series, weighing no more than 110g, in accordance with FIDA regulations.
- No modifications are allowed to enhance ball performance. However, parts may be interchanged between Skykick 2 and Skykick Evo models.
- Repairs using tape or straws are permitted, but must be approved by the referee before the match.
- Installation of the Sky Sensor on the Skykick Evo is allowed.
- Teams must change the LED colors on their drone balls: red for the Red Zone and blue for the Blue Zone. Painting the drone balls is not permitted.
- Teams are responsible for preparing and charging their own batteries. Matches cannot be delayed due to lack of battery preparation.

6. Start of Matches

- All national team players participating in the INTL match** must arrive at the venue 30 minutes prior to the match start time. The match start time refers to the time when the first match begins.
 - Match start time: September 27, 10:00
 - Required arrival time: September 27, 09:30
- All club team players in the Club match** must arrive at the venue 30 minutes before their group's scheduled match time. The match start time refers to the time when the first match begins.
 - The start time varies by group, as shown in the table below.

Required Arrival Time	Match Start Time	Groups
SEP 25, 09:30	SEP 25, 10:00	A1,A2,B1,B2,C1,C2,D1,D2,E1,E2,F1,F2,G1,G2,H1,H2
SEP 25, 12:00	SEP 25, 12:30	A3,A4,B3,B4,C3,C4,D3,D4,E3,E4,F3,F4,G3,G4,H3,H4
SEP 25, 14:30	SEP 25, 15:00	A5,A6,B5,B6,C5,C6,D5,D6,E5,E6,F5,F6,G5,G6,H5,H6
SEP 26, 09:30	SEP 26, 10:00	A7,A8,B7,B8,C7,C8,D7,D8,E7,E8,F7,F8,G7,G8,H7,H8

- Referees may announce a 5-minute countdown before the match.
- If, within five minutes after the referee announces the 5-minute countdown, the player and the player's ball are not positioned in the pilot's area and inside the Skyfence respectively, the referee may declare that team's loss.

7. Penalty Kick Scoring

- a. The team that receives more penalties will be assigned a final penalty count by subtracting the number of penalties received by the opposing team from its own penalty count.
- b. From the *group stage* to the quarterfinals, penalty kicks will not be taken even if a penalty is awarded. Instead, in accordance with the table below, the amount of penalty points specified in 7.a. will be added to the opposing team's score.

Number of Penalties	Calculation (Points)	Final Adjusted Score
1	$1 \times 0.8 = 0.8$	1
2	$2 \times 0.8 = 1.6$	2
3	$3 \times 0.8 = 2.4$	2
4	$4 \times 0.8 = 3.2$	3
5	$5 \times 0.8 = 4.0$	4
Note: 0.8 is to reflect the average probability of successfully scoring when a penalty kick is taken.		

- c. In the semifinals and finals, penalty kicks will be taken in accordance with the rules, based on the number of penalties awarded under 7a.

8. Ranking in *Group Stage*

- a. Teams in the *group stage* are ranked primarily by their total points:
 - 3 points are awarded for a win, 1 point for a draw, and 0 points for a loss.
- b. If teams have equal points, the team with a higher goal difference ranks higher.
 - Goal difference is calculated by summing the scores from all matches.
- c. The maximum goal difference recognized for a single match is +9 or -9.
 - For example, even if a team wins 18:3, the goal difference will be recorded as +9.
 - If a team is losing by more than 9 points and can no longer score, that team may inform the referee of their intention to forfeit and abandon the match. Except for this case, no matches may be forfeited or interrupted during the group stage.
- d. If two teams are tied on points and goal difference, the team with the higher total goals scored in the *group stage* will advance to the next stage.
- e. If two teams remain tied after comparing points, goal difference, and total goals, the referee may order a rematch to determine the ranking between the two teams.
- f. If a team forfeits or fails to have players in the pilot area within 5 minutes of the match start time, the referee will declare the team to have lost, and the match is recorded as a 9–0 loss for that team.

9. Referee Commands Overview

- a. All referees will use English for match signals and verbal communication throughout the competition.

Match Status	Head Referee	Assistant Referee
Pre-game	<i>Set drone ball</i>	<i>On the line (with a hand signal)</i>
		<i>Connect the battery</i>
	<i>Ready?</i>	<i>Red Team Ready?</i>
		<i>Blue Team Ready?</i>
In-game	<i>Arming</i>	
	<i>Whistle signal (START)</i>	
	<i>Whistle signal (GAME OVER)</i>	<i>Disarming</i>
Post-game		<i>Enter the Skyfence</i>
		<i>Disconnect the battery</i>
		<i>Exit the Skyfence</i>

- b. Referees will announce results in English after the match using formats such as:

"The red team has 5 points and 3 penalties.

The blue team has 3 points and 2 penalties.

The final score is red team 5, blue team 4.

The red team wins."

or

"The red team has 5 points and 3 penalties.

The blue team has 3 points and no penalties.

The final score is red team 5, blue team 5.

This game is a tie."

■ Class40 Competition Rules

- *INTL Group draw: September 24, 18:00pm, in the Class40 Mega Tent*
- *Club Group draw: Pre-assigned by FWRC and NGB (National Governing Body)*
- *Competition Schedule*
 - *INTL Class40: September 27, 10:00am - 17:00pm*
 - *Club Class40 Group stage: September 25, 10:00am - September 26, 12:00pm*
 - *Club Class40 Knockout stage: September 26, 12:30 - 19:00*

All participating players must arrive at the assigned venue (based on the match order draw) at least 30 minutes before their match begins.

- *Event Venue: Class40 Skyfence*
- *Awards: 1st, 2nd, and 3rd place will be awarded to each INTL and Club*

1. Application

- a. These competition rules apply to both International (INTL) and Club *Class40* matches held during the FIDA World Cup Jeonju 2025.
- b. In the event of any discrepancy with FIDA Official Rules or in the absence of an official rule, these competition rules take precedence.

2. Eligibility for Participation

- a. Participating teams and players must be registered through an NGB (National Governing Body)* recognized as a member or associate member of FIDA.
*NGB : National Governing Body (Sole representative of Dronesoccer in that country for FIDA)
- b. Each team is limited to a maximum of 10 members, including the coach(es).
- c. The final roster of participating players must be submitted no later than 30 days before the start of the competition.
- d. Changes to the roster may be made up to 7 days before the start of the competition. Any changes must be requested by the registered team representative via FIDA's official email at info@dronesoccer.org
- e. All players must present valid identification, such as an ID card or passport, upon request.
- f. Players not listed on the submitted roster at registration are not eligible to participate in the competition.
- g. There are no age restrictions for participating players.

3. Match Bracket Structure

INTL Match

- a. A total of 24 countries will participate.
- b. The bracket is organized into 8 groups (Group A1 to D2), each consisting of 3 teams. The letters A to D correspond to designated Skyfence arenas; for example, Group A will play in Skyfence A.

- c. In the *group stage*, the top two teams from each group advance to the Round of 16.
- d. All *group stage* matches are decided by a single set.
- e. The *knockout stage* begins from the Round of 16.
 - Each match in the *knockout stage* consists of up to three sets, and the first team to win two sets advances to the next round.
 - If the third set ends in one win, one draw, and one loss per team, the winner is determined by goal difference. If goal difference is tied, additional sets are played until a winner is decided. No additional maintenance time will be granted for these extra sets.

Club Match

- a. A total of 96 club teams will participate.
- b. The bracket is organized into 32 groups (Group A1- D8), each consisting of 3 teams. The letters A to D correspond to designated Skyfence arenas; for example, Group A will play in Skyfence A.
- c. The *group stages* consist of two rounds.
 - **1st group stage:** 3 teams per group, with the top 2 advancing to the 2nd group stage.
 - **2nd group stage:** 4 teams per group, with the top 2 advancing to the Round of 32.
- d. All *group stage* matches will be decided in a single set.
- e. The *knockout stage* begins from the Round of 32.
 - Each match in the *knockout stage* consists of up to three sets, and the first team to win two sets advances to the next round.
 - If the third set ends in one win, one draw, and one loss per team, the winner is determined by goal difference. If goal difference is tied, additional sets are played until a winner is decided. No additional maintenance time will be granted for these extra sets.

4. Group Draw Procedure

- a. The group draw for the **INTL match** is conducted by the head of each NGB or a delegate authorized by them.
 - Each head of NGB draws a ball numbered from 1 to 24 to determine group allocation.
 - The order of the draw is based on the order in which final rosters are received.
 - The draw will take place on September 24 at 18:00pm in the Class40 Mega Tent.
- b. The group draw for the **Club match** is conducted jointly by the FWRC (FIDA World Cup Referees Committee) and each NGB.
 - The FWRC prepares the match schedule based on the number of teams submitted by each country. The goal is to place teams from the same country in different or distant groups. The match schedule only includes the country name and serial number.
 - Each national association assigns serial numbers to its teams and submits them to the FWRC at least one month before the competition.

- The FWRC will finalize the schedule by adding the team names received from each country to the preliminary schedule and distributing it. No public draw involving the teams will be held for the Club Match.

5. Player Equipment

- The official ball for the Class40 match must comply with FIDA regulations for drone balls and must be assembled using the official FIDA-approved Pentaguards.
- No additional structures may be attached to the exterior of the Pentaguards.
- Drone ball batteries must be 4-cell or lower.
- Transmitters and receivers used to control the drone ball must operate on the 2.4 GHz frequency.
- All teams must install a red or blue LED strip with a diameter of at least 20 cm inside their drone ball for team identification.
- All Strikers and Guides must have the FIDA-issued tag attached. Goals scored without the tag will not be recognized.
- Battery preparation and charging are the responsibility of the teams. Matches cannot be delayed due to unprepared batteries.
- If a player violates the above equipment regulations and immediate correction is not possible on site, the referee may impose penalties as described below and still allow participation. These penalties will remain in effect for each set until the equipment meets the regulations.

Equipment Violation	Penalty Points	Notes
Attachment of additional structures to the exterior of the Pentaguards	2	Applied based on the number of players in violation
Drone ball weight exceeding 1,100g	2 (3 points for Strikers)	
Team LED not attached	1	Not applied in cases of damage or malfunction

6. Start of Matches

- All national team players participating in the INTL match** must arrive at the venue 30 minutes prior to the match start time. The match start time refers to the time when the first match begins.
 - Match start time: September 27, 10:00
 - Required arrival time: September 27, 09:30
- All club team** players must arrive at the venue 30 minutes before their group's scheduled match time. The match start time refers to the time when the first match begins.

- The start time varies by group, as shown in the table below.

Required Arrival Time	Match Start Time	Groups
SEP 25, 09:30	SEP 25, 10:00	A1,A2,B1,B2,C1,C2,D1,D2
SEP 25, 12:00	SEP 25, 12:30	A3,A4,B3,B4,C3,C4,D3,D4
SEP 25, 14:30	SEP 25, 15:00	A5,A6,B5,B6,C5,C6,D5,D6
SEP 26, 09:30	SEP 26, 10:00	A7,A8,B7,B8,C7,C8,D7,D8

- Referees may announce a 5-minute countdown before the match.
- If, within five minutes after the referee announces the 5-minute countdown, the player and the player's ball are not positioned in the pilot's area and inside the Skyfence respectively, the referee may declare that team's loss.

7. Penalty Kick

- The team that receives more penalties will be assigned a final penalty count by subtracting the number of penalties received by the opposing team from its own penalty count.
- Penalties incurred during the match will be added to any penalties given for equipment regulation violations as specified in 5.h.
- From the group stage to the quarterfinals, penalty kicks will not be taken even if a penalty is awarded. Instead, in accordance with the table below, the amount of penalty points specified in 7.a. will be added to the opposing team's score.

Number of Penalties	Calculation (Points)	Final Adjusted Score
1	$1 \times 0.8 = 0.8$	1
2	$2 \times 0.8 = 1.6$	2
3	$3 \times 0.8 = 2.4$	2
4	$4 \times 0.8 = 3.2$	3
5	$5 \times 0.8 = 4.0$	4

Note: 0.8 is to reflect the average probability of successfully scoring when a penalty kick is taken.

- In the semifinals and finals, penalty kicks will be taken in accordance with the rules, based on the number of penalties awarded under 7.a, and 7.b.

8. Ranking in the Group Stage

- Teams in the *group stage* are ranked primarily by their total points.
 - 3 points are awarded for a win, 1 point for a draw, and 0 points for a loss.
- If two teams have equal points, the team with the higher goal difference ranks higher.
 - Goal difference is calculated by summing the scores from all matches.
- The maximum goal difference recognized for a single match is +9 or -9.
 - For example, even if a team wins 18:3, the goal difference will be recorded as +9.

- If a team is losing by more than 9 points and can no longer score, that team may inform the referee of their intention to forfeit and abandon the match. Except for this case, no matches may be forfeited or interrupted during the *group stage*.
- d. If two teams are tied on points and goal difference, the team with the higher total goals scored in the *group stage* will advance.
- e. If two teams remain tied after comparing points, goal difference, and total goals, the referee may order a rematch to determine the ranking between the two teams.
- f. If a team forfeits a match or if players don't show up at the pilot area within 5 minutes after the match start time, the referee will declare the team to have lost, and the match score will be recorded as 9:0.

9. Referee Commands Overview

- a. All referees will use English for match signals and verbal communication throughout the competition.

Match Status	Head Referee	Assistant Referee
Pre-game	<i>Set drone ball</i>	<i>On the line (with a hand signal)</i>
		<i>Connect the battery</i>
	<i>Ready?</i>	<i>Red Team Ready?</i>
		<i>Blue Team Ready?</i>
In-game	<i>Arming</i>	
	<i>Whistle signal (START)</i>	
	<i>Whistle signal (GAME OVER)</i>	<i>Disarming</i>
Post-game		<i>Enter the Skyfence</i>
		<i>Disconnect the battery</i>
		<i>Exit the Skyfence</i>

- b. Referees will announce results in English after the match using formats such as:

"The red team has 5 points and 3 penalties.

The blue team has 3 points and 2 penalties.

The final score is red team 5, blue team 4.

The red team wins."

or

"The red team has 5 points and 3 penalties.

The blue team has 3 points and no penalties.

The final score is red team 5, blue team 5.

This game is a tie."

10. Suspension of Match Due to Venue or Facility Issues

- a. If the referee suspends a match due to a system problem during play and later restarts it, the referee may order a replay for the remaining time.
- b. When ordering a replay for the remaining time, the referee may designate the ball positions for each team.
- c. If the match is suspended within 1 minute after the start, the referee may order the match to be restarted from the beginning.
- d. The match will not be stopped even if a drone ball becomes stuck between structures or is in a state where it cannot fly.

11. Objections and Reversal of Decisions

- a. Participating teams must raise objections to the referee before the match regarding the following and cannot raise objections after the match based on these issues:
 - Unfair conditions of the venue or facilities that existed prior to the match
 - Objections regarding the opponent's equipment or personal items
 - Any other requests that can be reasonably addressed before the match
- b. No video recording or video review will be conducted during this competition. Teams may not use videos recorded by their personnel to file objections or complaints with referees.
- c. The referee may request score changes after consultation with assistant referees.

12. Other Safety Matters

- a. If a fire occurs in the drone ball or battery during the match, the match must be stopped immediately and appropriate measures taken. Match resumption will follow rule 9 above.
- b. Flying drone balls outside the venue is prohibited. Testing of drone ball startup and control must be done only when the drone ball is secured.
- c. Except for players and coaches participating in the match, no one can be located in the pilot area or near the venue. Spectators must watch from designated areas only.

■ Super Pilot Competition Rules

- *Start List Draw: September 24, 18:00pm in the Class40 Mega Tent*
- *Competition Schedule: September 27, 14:30pm – 18:00pm*

All participating players must arrive at their assigned venues (as determined by the draw) by 14:30pm on September 27.

- *Event Venue: Class20 Skyfence and Class40 Skyfence*
- *Awards: 1st, 2nd, and 3rd place will be awarded to each of Class20 and Class40.*

1. Application

- a. These Competition Rules apply to the *Super Pilot* matches of *Class20* and *Class40* during the FIDA World Cup Jeonju 2025.

2. Eligibility for Participation

- a. An NGB (National Governing Body) recognized as a full member or associate member of FIDA may recommend up to three players from each of *Class20* and *Class40* drone soccer categories who possess the most outstanding qualities as strikers.
- b. The final roster of participating players must be submitted no later than 30 days before the start of the competition.
- c. Changes to the roster may be made up to 7 days before the start of the competition. Any changes must be requested by the registered team representative via FIDA's official email at info@dronesoccer.org
- d. All players must present valid identification, such as an ID card or passport, upon request.
- e. Players not listed on the submitted roster at registration are not eligible to participate in the competition.
- f. There are no age restrictions for participating players.

3. Group Draw Procedure

- a. The group draw for the *Super Pilot* may be conducted either directly by the participating players or by the head of each NGB, or a delegate authorized by them.
 - The group draw will determine the venue and match order for the qualifying round.
 - The draw will be held on September 24 at 18:00pm in the Class40 Mega Tent.
- b. Exceptions to the determined order:
 - Players who belong to teams that have advanced to the semifinals of the dronesoccer International (INTL) match in *Class20* or *Class40* can move their *Super Pilot* match orders to the latest possible slot, regardless of the draw results.
 - The quarterfinals will be arranged at the sole discretion of FWRC, taking group stage results into consideration, regardless of the draw results.

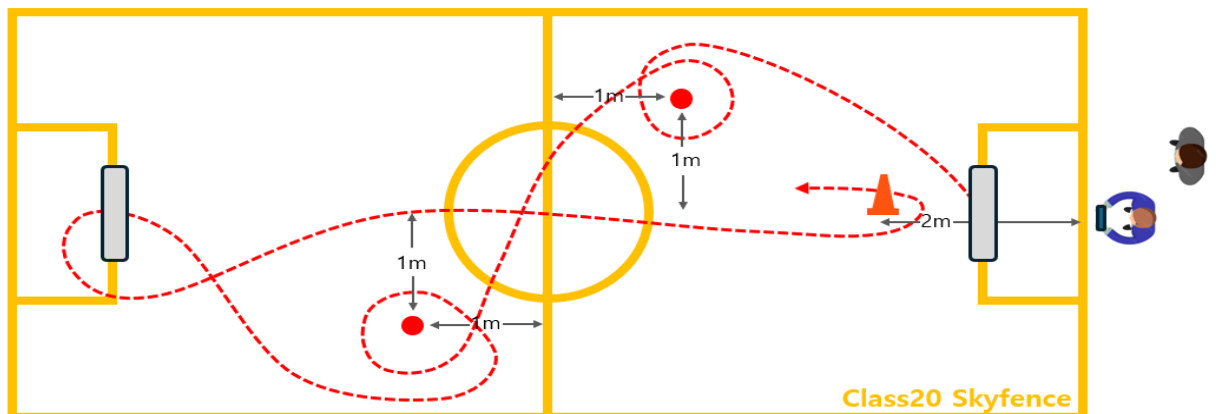
4. Player Equipment

- a. The regulations for the ball used in the *Super Pilot* are identical to the official ball regulations for *Class20* and *Class40* competitions.
- b. The ball used in the *Super Pilot* will be inspected again by the referee for any illegal modifications, such as changes to battery voltage or motor. Players found in violation will be disqualified.

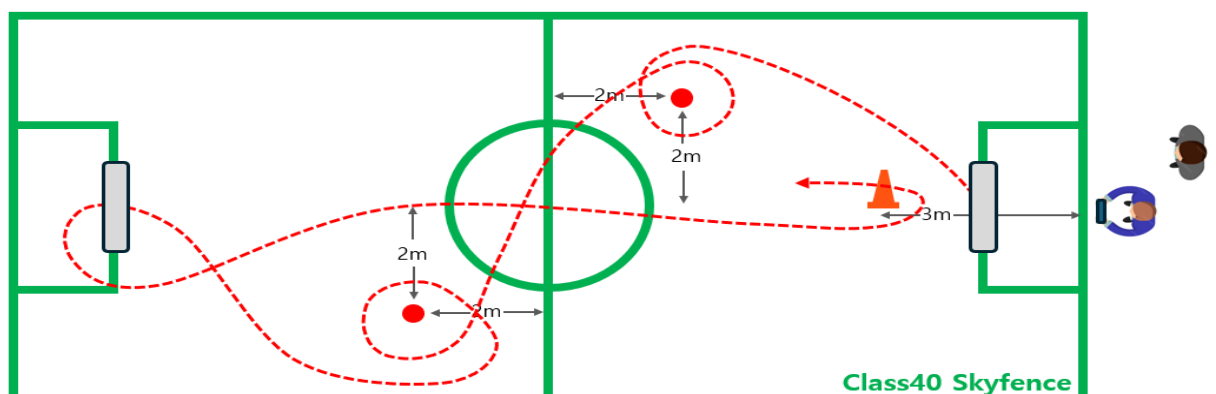
5. Competition Format

- a. The *Super Pilot* competition is a timed event where the player who scores 10 goals first wins.
 - Players must pass through obstacles on the Skyfence and score goals; this process is repeated 10 times to measure the time.
 - The time limit is 2 minutes; after 2 minutes, scoring continues but the timer stops.
 - After all players have completed their attempts, the 8 fastest players advance to the final stage.
 - Both the preliminary and final stages allow 2 attempts each, with the final rankings (1st, 2nd, and 3rd) determined by the fastest times in the final stage.
- b. Two obstacles are set up inside the Dronesoccer Skyfence as shown below. The size and position of the obstacles must be the same for all players to ensure fairness.

— Class20 *Super Pilot* Skyfence



— Class40 *Super Pilot* Skyfence



c. Time measurement

- Once the ball is placed at the start point and the player is ready to fly, the player must declare "Ready."
- When the player declares "Ready," the referee will start the match with a whistle and begin timing.
- The referee records the time until the player scores the 10th goal.

■ Cracing Competition Rules

- *Start List Draw: September 24, 18:00pm in the Class40 Mega Tent Competition Schedule:*

- *INTL and Club Time Attack stage: September 25*
- *INTL and Club Knockout stage: September 26*
- *INTL and Club Final: September 26, 18:00pm*

All participating players must arrive at their assigned venue 10 minutes ago before their matches

- *Event Venue: Cracing Track*
- *Awards: 1st, 2nd, and 3rd place will be awarded to each INTL and Club.*

1. Application

- These Competition Rules apply to the *Cracing* events of the INTL match and Club match during the FIDA World Cup Jeonju 2025.

2. Eligibility for Participation

- Teams and players must be registered through an NGB (National Governing Body) recognized by FIDA as a member or associate member.
- Each team is limited to a maximum of 10 members, including the coach.
- The final roster of participating players must be submitted no later than 30 days before the start of the competition.
- Changes to the roster may be made up to 7 days before the start of the competition. Any changes must be requested by the registered team representative via FIDA's official email at info@dronesoccer.org
- All players must present valid identification, such as an ID card or passport, upon request.
- Players not listed on the submitted roster at registration are not eligible to participate in the competition.
- There is no age limit for players participating in the competition.

3. Match Bracket Structure

INTL Match

- The INTL Match features 32 participating countries.
- In the ***time attack stage***, the top 16 teams advance to the Round of 16.
 - In the *time attack* system, both players on the team must complete two laps within a 3-minute time limit, and the total time is recorded.
- The ***knockout stage*** begins with the Round of 16.
 - The *knockout stage* draw is determined by FWRC, pairing the highest-ranked team from

the *time attack stage* with the lowest-ranked team.

- In the *knockout stage*, the winning team advances to the next round.

Club Match

- The Club Match features 96 participating clubs.
- In the ***time attack stage***, the top 32 teams advance to the Round of 32.
 - In the *time attack* system, both players on the team must complete two laps within a 3-minute time limit, and the total time is recorded.
- The ***knockout stage*** begins from the Round of 32.
 - The *knockout stage* draw is determined by FWRC, pairing the highest-ranked team from the *time attack stage* with the lowest-ranked team.
 - In the *knockout stage*, the winning team advances to the next round.

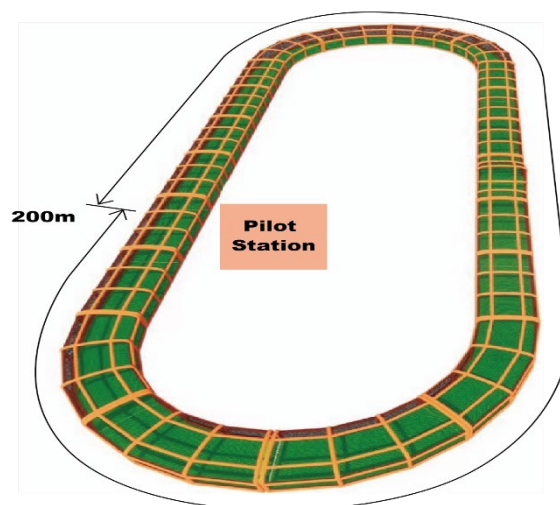
4. Competition Method

- The match is held on a closed track as described below, and the team that completes the required laps first within the designated time and method wins.
 - In the ***time attack stage***, the time taken to complete 2 laps within a 3-minute time limit is measured.

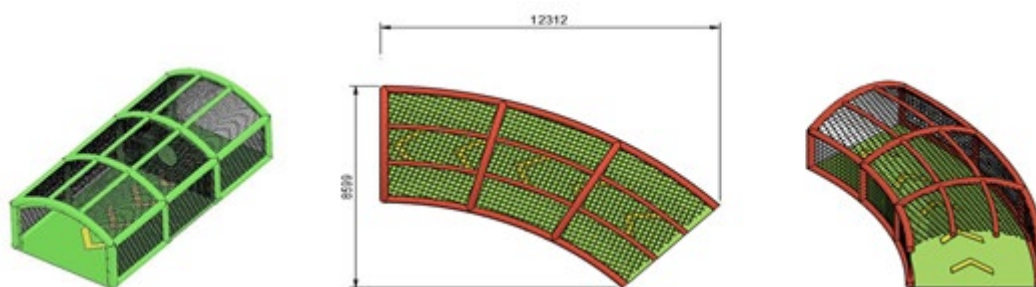
For the time attack stage, the ranking is determined based on the player within the team who finishes last.

- In the ***knockout stage***, four players (two from each team) start simultaneously, and the team with the player who first completes 3 laps wins.

In the knockout stage, the winning team is decided based on the player within the team who finishes the fastest.



- The track consists of 20-unit cells as shown below, each featuring a gate with a diameter of 60 cm.
 - The number and position of gates may be adjusted on the day of the competition.
 - However, all players compete with the same number and position of gates.



5. Group Draw Procedure

- a. **The match order for the INTL *time attack stage*** is determined by a draw conducted by the head of each NGB or a delegate authorized by them.
 - The head of each member association draws balls numbered from 1 to 32 to finalize the match order.
 - The draw order follows the sequence in which the final list of participating players was received.
 - The *time attack stage* draw takes place on September 24 at 18:00pm in the Class40 Mega Tent.
 - The Round of 16 bracket is arranged based on the *time attack* results as described below.

Match Order	Blue team	Red team
1 st	<i>Time Attack stage 8th</i>	<i>Time Attack stage 9th</i>
2 nd	<i>Time Attack stage 7th</i>	<i>Time Attack stage 10th</i>
3 rd	<i>Time Attack stage 6th</i>	<i>Time Attack stage 11th</i>
4 th	<i>Time Attack stage 5th</i>	<i>Time Attack Stage 12th</i>
5 th	<i>Time Attack stage 4th</i>	<i>Time Attack stage 13th</i>
6 th	<i>Time Attack stage 3rd</i>	<i>Time Attack stage 14th</i>
7 th	<i>Time Attack stage 2nd</i>	<i>Time Attack stage 15th</i>
8 th	<i>Time Attack stage 1st</i>	<i>Time Attack stage 16th</i>

- b. The *time attack stage* match order and the *knockout stage* draw method for **the Club match** are conducted in the same manner as for the INTL match above.
- c. During the *time attack stage* draw, teams will be informed of their exact match times, and each team must arrive at the venue at least 10 minutes before their scheduled match start time.

6. Player Equipment

- a. The official *Cracing* drone ball must comply with FIDA's regulations regarding drone balls and be assembled using the FIDA-approved Pentaguards.
- b. The drone ball's weight, including video equipment, must not exceed 1,150 grams, with up to 50 grams allowed for video equipment, according to FIDA's weight regulations.
- c. No additional structures must be attached outside the Pentaguards.
- d. Only batteries with 4 cells or fewer must be used in the drone ball.
- e. The transmitter and receiver for controlling the drone ball must operate on the 2.4 GHz

frequency band.

- f. All participating teams must install a red or blue LED ring with a diameter of at least 20 cm inside the drone ball for team identification.
- g. First-person view (FPV) goggles are mandatory, and video transmission equipment **must be analog**.
 - Race band support is required, with channels 1, 3, 6, and 7 used as the default.
 - Video transmitters must be capable of transmitting on an assigned channel (e.g., Foxeer, HDZero, TBS, RushFPV).
 - Video transmitter output power must be set to 25mW. Any adjustments to the output power must be approved by the referee.
- h. Preparation and charging of batteries are the responsibility of the team; no match delays will be allowed due to unprepared batteries.
- i. The frequency used for the drone ball's wireless control must comply with relevant national and regional radio regulations, determining the allowed range and power of transmission.
- j. Even if the above regulations are met, the use of frequencies or equipment that could interfere with drone balls operated by others besides the pilot is prohibited. High-power equipment will be inspected before matches.
 - Allowed: Tracer (TBS), Ghost (ImmersionRC), ELRS (2.4 GHz), and other (2.4 GHz) devices
 - Not allowed: Equipment operating on 900 MHz, 800 MHz, 400 MHz bands, or any frequencies other than 2.4 GHz
- k. Dipole antennas are prohibited; only RHCP or LHCP type antennas must be used.

7. Start of the Competition

- a. **All national team players participating in the INTL Match** must arrive at the venue at least 10 minutes before the competition starts. The start time refers to the first match.
 - *Time attack stage*: September 25, 15:00
 - *Knockout stage*: September 26, 15:00
- b. **All club players participating in the Club match** must arrive at the event venue at least 10 minutes before the competition starts. The start time refers to the first match.
 - *Time attack stage*: September 25, 10:00
 - *Knockout stage*: September 26, 10:00
- c. The referee may issue a 5-minute warning before the match starts if necessary.
 - If, within 5 minutes after the referee's announcement, a player or their drone ball is not in the pilot station or racing venue, the referee may declare the team to have lost.

8. Suspension of Match Due to Venue or Facility Issues

- a. If the referee stops the match due to venue or system issues during the match, a rematch may be ordered. Any advantages or disadvantages at the time of suspension will not be considered.
- b. The match will not be stopped even if a drone ball becomes stuck between structures or is in a state where it cannot fly.

9. Objections and Reversal of Decisions

- a. Participating teams must raise objections to the referee before the match regarding the following and cannot raise objections after the match based on these issues:
 - Unfair conditions of the venue or facilities that existed prior to the match
 - Objections regarding the opponent's equipment or personal items
 - Any other requests that can be reasonably addressed before the match
- b. No video recording or video review will be conducted during this competition. Teams may not use video recorded by their personnel to file objections or complaints with referees.
- c. The referee may request score changes after consultation with assistant referees.

10. Other Safety Matters

- a. If a fire occurs in the drone ball or battery during the match, the match must be stopped immediately and appropriate measures taken. Match resumption will follow rule 9 above.
- b. Flying drone balls outside the venue is prohibited. Testing of drone ball startup and control must be done only when the drone ball is secured.
- c. Except for players and coaches participating in the match, no one can be located in the pilot area or near the venue. Spectators are asked to stay within the designated areas.