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RULE BOOK DRONESOCCER

English



FIDA Federation of International
DroneSoccer Association

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1. Arena

① Surface

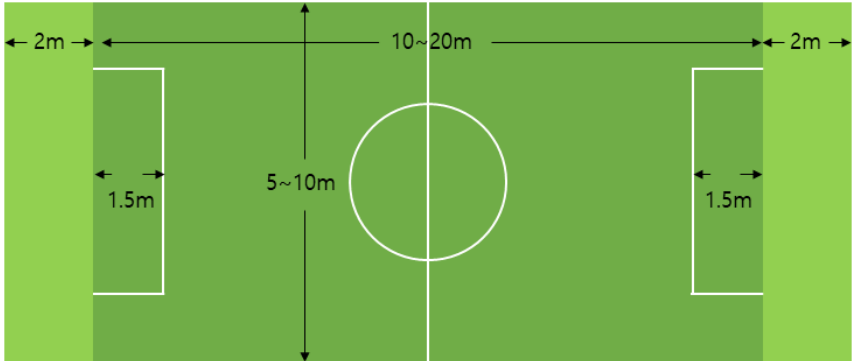
- ① (a) The floor must be level and free from obstacles.
- ① (b) The surface of floor should not be hard.
- ① (c) The drone ball must be able to stand upright on all sides of the floor.

② Marking

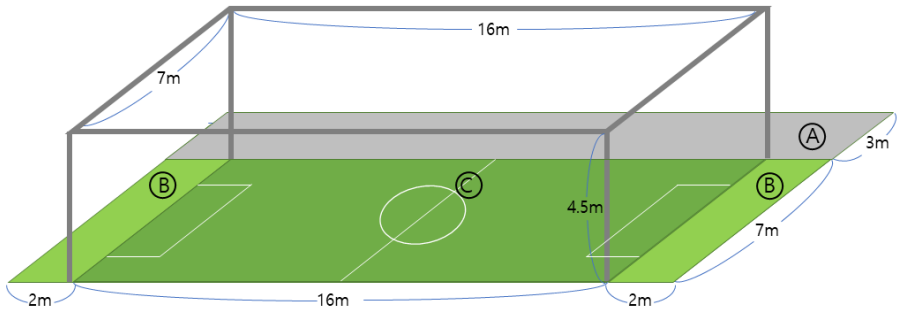
- ② (a) An sky fence must be rectangular and the half line shall be drawn between the middle of the long side lines.
- ② (b) The takeoff point shall be marked with a line or 5 dots at a distance of 1.5m from the short side of the sky fence.
- ② (c) The pilot area shall be installed on the short side of the sky fence, and its length may not exceed the length of the short side.
- ② (d) The width of the pilot area is 2m and border line shall be marked to clearly distinguish it from the repair area.

③ Size

- ③ (a) The size of the rectangular sky fence shall be 5m ~ 10m on the short side and 10m ~ 20m on the long side, and the ratio of the long side to the short side should be 1:2 or in close approximation.
- ③ (b) The height of the sky fence shall be 4m ~ 5m, and there should be no obstacles that may cause damage or impediment the game.
- ③ (c) A 2m wide pilot area must be installed on both short sides of the sky fence frame.



- ④ Notwithstanding the above rules, FIDA recommends the standard size for maintaining the performance of players and for a newly created sky fence.



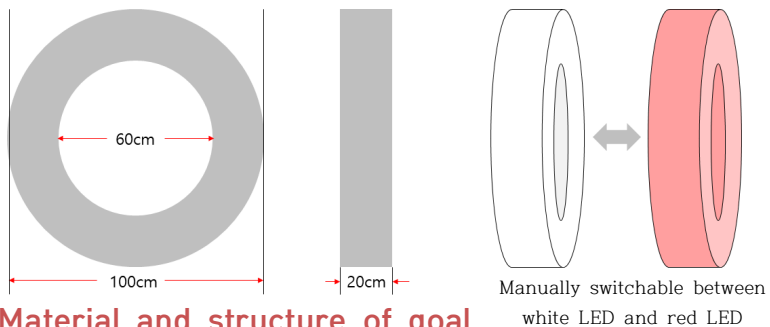
※ Standard sky fence (A : broadcasting booth,
B : pilot area, C : half line)

④ Size and location of the goal

- ① The goal shall be of circular shape, with the inner diameter of $60\text{cm} \pm 1\text{cm}$ and the outer diameter of $100\text{cm} \pm 1\text{cm}$. However the size of two goals must always be the same.
- ② The goal must be located at a distance of 1.5m inward from the center of the short side of the sky fence in the direction of the center line.
- ③ The height of the goal should be between 3m ~ 3.5m from the floor of the sky fence to the center of goalpost. The

goal shall be installed from the ceiling of the sky fence by hanging 1 or 2 points or from the floor using a pole and stand. The direction of the goal shall always be toward the center, and the direction of the goal should not be swayed from side to side.

- ④ The goal should be installed firmly at all times to ensure no risk of falling. The shape and appearance of the goal should remain unchanged throughout the game.



⑤ Material and structure of goal

- ① The goal must not be damaged during the game.
- ② The goal must have white and red LED lights inside or outside. In case of LED lights in outside it should not interfere with the game. The LED lights must be manually operatable from outside of the sky fence.
- ③ When an advertisement is inserted or printed outside the goal, the advertisement must not interfere player's recognition of the LED light change for the goal. Advertisement should be limited to text form and shall not exceed the text size when image or mark are inserted.

⑥ Advertising

- ① In the game of the official competition hosted by an association, arbitrary commercial advertisements are not allowed, except for the symbol of the competition organizing committee and the emblem of the competition. However, commercial advertisements based on support for the operation of the competition through the competition

organizing committee may be allowed in a limited basis, and the size and number of such marks may be limited by the competition rules.

- ⓑ Only the attire of the participating team may be allowed to display the team's symbol and commercial advertisement. However, content of political, religious, or that interferes with good morals are prohibited.
- ⓒ All teams and players participating in a competition shall immediately comply if asked to remove any advertising statement or object that is deemed unacceptable by the referee.
- ⓓ All teams participating in a competition are prohibited from placing or erecting any advertising materials in the sky fence.

2. Drone Ball

① Quality and Specifications

- ① A circular outer frame shall surround the drone ball.
- ② The diameter of the drone ball should be $40\text{cm} \pm 2\text{cm}$.
- ③ During the play, the weight of the drone ball must be less than 1,100g.
- ④ The single open area of the outer frame must be less than 150cm^2 .
- ⑤ The outer frame shall not be easily damaged during the game and there must be no risk of harm to the players or spectators.

② Advertising

- ① In the game of the official competition hosted by an association, no commercial advertisements are allowed on the drone ball, except for the symbol of the competition organizing committee, the emblem of the competition and the registered trademark of the ball manufacturer.
- ② Competition rules may limit the size and number of such marks.

③ Official drone ball

- ① The official drone ball certified by an association does not have to be examined for the specification qualifications before the competition hosted by the same association.
- ② A drone ball without an official mark or a custom-manufactured drone ball shall be examined for rule 2-① compliance for competition participation.

④ Marking

- ① The players in the game must use a red or blue LED strip to distinguish their team's drone ball from the other team.

The LED display for team identification should be arranged in a circle so that the same number of LEDs can be seen from all horizontal directions. The diameter of the arranged LED strip should be at least 20cm and within a maximum of 40cm. The number of individual LED elements should be at least 6 per 10cm. Team identification LED strips that do not satisfy the above criteria must be examined for permission to use before the competition.

- ⓑ **Striker** and **Guide** must attach tags so that they can be clearly distinguished from other players.
- ⓒ The tags of **Striker** and **Guide** are determined by the competition rules, and attached tags should not be damaged or detached during the game.
- ⓓ If the tag of the **Striker** is detached during the play and it is difficult for opponent team to distinguish the **Striker** team, the score after the detach will not be admitted.

5 Color

- ⓐ The use of excessive colors(including LED) that interfere with team identification and position identification is not allowed.
- ⓑ The following 7 colors can be used for the drone ball.

Identification		Color	User	Method
Team		Red	All players	LED
		Blue	All players	LED
Position		Green	No.1 Striker	LED
		Pink	No.2 Guide	LED
		SkyBlue	No.3 Libero	LED
		Yellow	No.4 Sweeper	LED
		White	No.5 Keeper	LED
Striker	Main	Green	Striker	tag
	Spare	Pink	Guide	tag

- ⓒ Installation of additional LED to identify the direction of the drone ball is allowed for players, but the color must match the position.

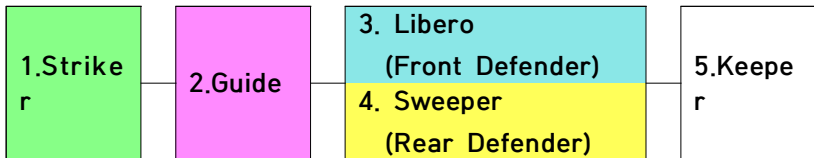
⑥ Frequency usage

- ③ As for the frequency used for wireless control of the drone ball, the range and strength of the radio wave must be determined in compliance with the radio wave related laws of the relevant country and region.
- ④ However, even if the above rules are complied with, it is not allowed to use frequency range and equipment that may affect other's drone ball play other than the player.

3. Number of Players

① Players

- ① Each team participating in a competition is limited to 10 persons. A team shall consist of seven or fewer players and three or fewer coaches.
- ② Five players and five drone balls shall be in play for each team. A player shall control only one drone ball, and thus the number of players shall be the same as the number of drone balls.
- ③ In case of lack of players or any problem with the drone ball occurred, the game can be played with minimum 3 or more players (drone balls).
- ④ A team's position formation is as following, and the display of player position must not be same in a team.



- ⑤ Despite the full notice of the start time in advance, if three or more players including the **Striker** are not in the pilot area before the start of the game, the team is considered to have forfeited the game.
- ⑥ In the second or third set of the game, if 3 or more players are not in the pilot area before the start of the set, the set is considered lost and the start of maintenance time for the next set is declared.

② Substitution

- ① A player can be substituted before a set begins, but not during play of a set.
- ② There is no limit on the number of substitutions within the player list.
- ③ A coach registered in player list may participate as a player.

3 Substitution procedure

- Ⓐ For player substitution, the fact of substitution and the player to be substituted shall be notified to referee.
- Ⓑ Above rule Ⓐ should be notified to the referee before the drone ball enters the sky fence.
- Ⓒ The weight and the marking of substitute player's drone ball must be inspected.
- Ⓓ On player substitution, drone ball used by previous player may or may not be replaced. If not replaced, above rule Ⓒ can be skipped.

4 Striker substitution in play

- Ⓐ If the **Striker** gives up a set during the game, **Striker** may be substituted by **Guide**.
- Ⓑ To substitute **Striker**, the drone ball of **Striker** must be touched by drone ball of **Guide**.
- Ⓒ **Guide** may touch **Striker** after **Striker** player have declared give up of game and put his or her controller on the floor. The head referee determines success of the touch for s u b s t i t u t i o n .
- Ⓓ If substitution is done successfully, the head referee shall notify the result of substitution using hand signal and sound signal.

5 Violation and penalties

- Ⓐ A warning is given if a person other than player of the current set is in the pilot area. The team forfeits the set if the non-player remains in the pilot area even after receiving 1st warning.
- Ⓑ Any person other than player of the game is not allowed touch or manipulate the controller.
- Ⓒ A team forfeits the game, if the controller binded to drone balls in ongoing game is manipulated by someone in both team's bench or spectator section.

4. Player's Equipment

① Basic equipment

- ① Attire - Comfortable outfit or group uniform that does not affect gameplay. In case of comfortable outfit, the players have to wear hat, vest, tag of A4 size or etc. for team identification.
- ② Drone ball - Drone ball compliant to the association rule
- ③ Controller - A controller binded to the drone ball of the player.
- ④ Battery - A spare battery for gameplay

② Additional equipment

- ① First-person view video equipment
Optionally first-person view video equipment can be worn or carried
- ② Extra drone ball
Players may carry an extra drone balls for replacement of the damaged one. The battery must be separated.
- ③ Other Accessories
Battery checker for game operation and parts and tools for emergency repair

③ Prohibited equipment

- ① Light-emitting equipment that can interfere play of the opponent team
- ② Radio transmission equipment that can interfere play of the opponent team
- ③ Sound equipment that can interfere operation of the game.
- ④ Any equipment or gear prohibited for game operation and any safety reasons

④ Violations and penalties

- Ⓐ Each team has an obligation to check each other's equipment before game starts and equipment that could cause misunderstanding shall be notified to the opponent team.
- Ⓑ The game may start normally, if violating party shall give up using the violating equipment prior to the game start.
- Ⓒ The team will get no penalty for rule violating equipment if the opponent team has agreed using it in game in advance.
- Ⓓ However if rule violation or rule violating equipment is discovered in middle of the game, the referee may forfeit the set of the game on decision that rule violation affected game.

5 Advertising

- Ⓐ No political or religious statement shall be inserted or expressed on the basic or additional equipment. However if the content of the statement is idiomatic, it may be allowed under approval of the referee.
- Ⓑ The violation of the rule must be discovered and modified before the game starts. If the violation is discovered after the game end, it will not affect win/loss result of the game.

5. Head Referee

① Authority of the head referee

The head referee who has final authority regarding the competition rules of drone soccer shall be appointed for each competition to manage the game.

② Powers and duties

The head referee has the responsibility to lead the game seamlessly, smoothly, and fairly, and has the following authority to ensure this.

The Head Referee:

- Ⓐ enforces the rules of drone soccer
- Ⓑ cooperates with assistant referees to manage the game
- Ⓒ checks the compliance of the drone balls to the requirements in the association rule '2. The Drone Ball'.
- Ⓓ checks the compliance of the player equipment to the requirements in the association rule '4. The Player Equipment'.
- Ⓔ records any accidents.
- Ⓕ may suspend the game at his or her discretion when there is a violation of the game rules.
- Ⓖ may suspend the game due to an external disturbance of some kind.
- Ⓗ may exclude the player from the game for the sake of health and safety of the player.
- Ⓘ may take measures against a team official who has not acted in responsible manner and may expel the team official from the repair area or arena area at his or her own discretion.
- Ⓙ prohibits any unauthorized person from entering the arena.
- Ⓚ announces resuming of a game after a suspension.
- Ⓛ may flexibly adjust the break time in the middle of the set. In this case, at least five minutes of break or timeout in total should be guaranteed.

- Ⓜ may stop, suspend, or terminate the game due to an external disturbance of any kind.

③ Position of the head referee

- Ⓐ The head referee shall be positioned in an area appropriate to fulfilling his duty, and the position shall be able to observe all players in the game so that he or she may control the game immediately as needed.
- Ⓑ The head referee may carry a wired/wireless device to regulate the game, and may be positioned in a separate control room if necessary, provided that his or her position shall be able to observe all players in the game even in such a case.

④ Decisions of the head referee

- Ⓐ The head referee shall have the final decision concerning all aspects of the game including the score by play and the outcome of the game.
- Ⓑ The head referee may change his or her decision upon recognizing a misjudgement or the advice of assistant referees provided that he or she has not resumed or terminated the game.
- Ⓒ The head referee's decision shall take the higher priority if the head referee signals a violation and there are differing opinions among assistant referees.
- Ⓓ The head referee may mitigate the duties of assistant referees, reassign their duties, and submit a report to the appropriate agency in the event of excessive interference or improper conduct by assistant referees.
- Ⓔ If needed the head referee may request a review of the video system installed in the arena and may reverse a decision accordingly. Private video system may not be referenced.

⑤ Responsibilities of the head referee

The head referee (or the involved assistant referees) is not

responsible for the following cases:

- Ⓐ Injury of a player, team official, or spectator
- Ⓑ Property damage
- Ⓒ Any disadvantage to an individual, club, company, association, or other entities by a decision made under the game rules or a decision made by the official procedures required for the playing or operation of the game.
- Ⓓ Other matters outside the game that may arise during the course of the game

Decisions by the head referee may include:

- Ⓔ a decision to allow playing of the game according to the conditions or weather of the arena or the surrounding area
- Ⓕ a decision to forfeit the game for any reason
- Ⓖ a decision for compliance of the auxiliary equipment and drone balls used in the game
- Ⓗ a decision to suspend a game due to the interference by spectators or a problem in the spectator section
- Ⓘ a decision to suspend a game to allow an injured player to be taken to the outside of the arena for treatment
- Ⓝ a decision to withdraw an injured player from the game for treatment
- Ⓚ a decision to allow a player to wear a particular suit or equipment
- Ⓛ a decision to allow persons(including the team or game officials, safety manager, photographer, or other media agents) to stay in the area near arena(in case the referee have the authority)
- Ⓜ Other decisions that the head referee can make according to the game rules or association rules and league rules which games belongs

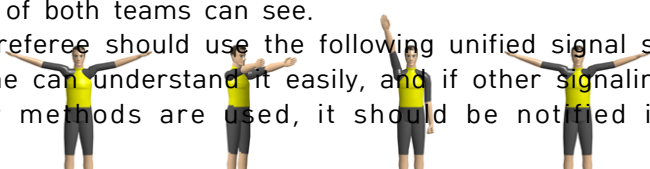
6 Qualification of the head referee





- Ⓐ The qualification of the head referee shall be determined by the separate rules of the association.

- ⓑ An association shall conduct the head referee training and etc. for consistent and unified apply of drone soccer rules.

7 The head referee signal

- ⓐ The head referee must announce the start and end of the game using a whistle, etc., and must be in a position where all players of both teams can see.
- ⓑ The head referee should use the following unified signal so that anyone can understand it easily, and if other signaling means or methods are used, it should be notified in advance.



Category	10 secs to start	Start of set	Completion of striker substitution	End of set
Hand signal				
Sound signal (Whistle)	Long 1 time	Strong 1 time	Short 2 times	Strong 1time Long 1 time

6. Assistant Referees

① Authority of assistant referees

- Ⓐ Two assistant referees shall be appointed for each game, and they shall carry out their duties according to the rules of the drone soccer game.
- Ⓑ Notwithstanding the above rules, the number of assistant referees may be increased up to four for accurate determination of goals and penalties.
- Ⓒ The assistant referees shall be positioned in the appropriate space between the pilot areas and spectator section and be able to observe the goal and scoreboard simultaneously.
- Ⓓ The assistant referees may be positioned in a control room specified in rule 5 to regulate the game upon the referee's orders.

② Powers and duties

The Assistant Referees:

- Ⓐ assist the head referee for the seamless progression of the game
- Ⓑ check all matters related to the players participating in the game
- Ⓒ check the equipment, attire, and numbers of the players before they enter the sky fence
- Ⓓ confirm the player list and participating players
- Ⓔ notify the head referee of the readiness of both teams
- Ⓕ check the players and players' equipment during the game continuously
- Ⓖ shall be positioned nearer to the goal than the head referee,

and shall judge scores, offsides and penalties and notify total score to head referee after counting total score of a set









- Ⓜ supervise the behavior of people in repair area for inappropriateness and entry of people other than players into the repair area
- Ⓨ record the suspension of play due to external disturbance and the cause
- Ⓩ may substitute for the head referee in the game if the head referee is unable to continue his or her role for some reason
- Ⓚ supervise the arena, repair area and spectator section continuously and take necessary measures to ensure smooth operation of the game.

③ Qualification of assistant referees

- ⓐ The qualification of the assistant referee shall be determined by the separate rules of the association.
- ⓑ An association shall conduct the assistant referee training and etc. for consistent and unified apply of drone soccer rules.

④ Assistant referee signal

- ⓐ The assistant referees must notify score, offside, penalty using flag, LED and etc. and must be in position where player of both team can see.
- ⓑ When assistant referees discover foul for penalty, he or she must notify it promptly. When the assistant referees announce a penalty, he or she may use whistle (short blow 1 time) or penalty dedicated display board.
- ⓑ The assistant referees should use the following unified signal so that anyone can understand it easily, and if other signaling means or methods are used, it should be notified in advance.

Category	Score approved	Score disapproved	Return declared	Return completed
Flag				
GOAL LED Color	 change to RED	 stay WHITE	 stay RED	 change to WHITE

7. Start and End of the Game

① Number of sets and playing time

- Ⓐ A game is played in 3 sets of 3 minutes each.
- Ⓑ Number of sets of a game and playing time per set can be changed as a competition rule in advance.

② Game preparation

- Ⓐ Winner team of coin toss will have right to choose left or right pilot area. If once decided, the pilot area will not change for 3 sets. However, it may be changed if the head referee decides that the left and right pilot area positions are unfair.
- Ⓑ The captain or players of the team shall not complain or request the change of the pilot area once decided.
- Ⓒ When both team's pilot area is decided, each team's captain may check goal that they target.

③ Start and end of a Set

- Ⓐ The head referee or a person delegated by the head referee

announces the start and end of 3 minutes of play time with sound signals.

- ⓑ The ready signal must be sent out at least 10 seconds before the start signal. However, after confirming the readiness of both teams, the start signal may be given within 10 seconds following the ready signal.
- ⓒ Depending on the arena situation, the number of ready signals may be increased or adjusted. However, at least one ready signal shall be activated.
- ⓓ The game start signal must use a separate sound or hand signal after the ready signal, and must be given unexpectedly to prevent anticipated starts.
- ⓔ Time-out is not allowed while the set is in progress.

4 Repair and suspension

- ⓐ After the end of a set, the head referee may grant 5 minutes of repair time until the start of the next set, and the 5-minute count starts when all players collect their drone balls and leave the sky fence.
- ⓑ Each team must use the repair time between sets to as repair and strategy discussion time.
- ⓒ Repair time is guaranteed for at least 5 minutes, and the head referee may extend for smooth game operation.
- ⓓ The repair time may not be extended even though either team is not ready to start the set.
- ⓔ If a team loses a set due to delay in repair of 3 or more players, the head referee may grant an additional 3 minutes to the start of the next set in addition to the stipulated repair time.
- ⓕ From the time 10 seconds before the start of the game is declared by the head referee until the end of the set, no one other than the head referee may interfere with or stop the game.
- ⓖ When the game is stopped by the head referee due to a safety problem or a problem with the arena system, the score and remaining time at the point of interruption are

recorded and applied equally to the restart of the game.

- h) Notwithstanding the above rules, in the following cases, the game will be immediately stopped and the set will be void,
- When the game is not possible due to serious damage to the arena facilities
 - When the head referee decides that the game cannot be continued for more than one hour due to problems deemed important by the referee.

5 Start of the next set

- a) At the end of the 5-minute repair time, all drone balls must be aligned at the takeoff point and the players must be in the pilot area.
- b) If there is a player staying inside the sky fence at the end of the repair time, that player must come out of the sky fence with his drone ball.
- c) Correction of **Striker's** mark and team mark LED is not included in 5 minutes of repair time and can be modified at the request of the referee even if 5 minutes have passed. At this time, no other parts should be repaired other than the **Striker's** mark and team mark LED.
- d) If the **Striker** notifies the referee 'give up of the set' before the ready signal of 10 seconds before the start of the game, the **Guide** may substitute the **Striker** without a separate substitute procedure. The referee must notify this substitution to the opponent team promptly.
- e) When the head referee determines that both teams mark and LED lights are ready after 5 minutes of repair time, the head referee declares 10 seconds before the start of the game and starts the next set.

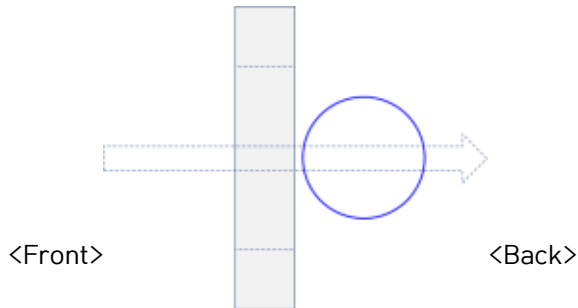
6 Abandonment game

Abandoning or delaying a game is considered as defeat unless the head referee and both teams agree before the game starts.

8. Offense and Defense

① Score

- ① If the **Striker**'s drone ball passes completely from front to back into the opponent's goal, it is admitted as a goal.



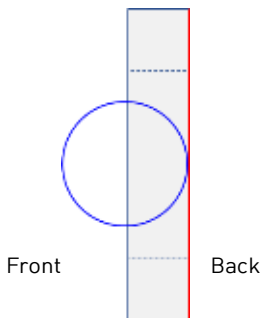
- ② A goal will not be counted if the player is offside at the time or if the drone ball is bounced back after failing to pass completely.
- ③ If the **Striker** passes the opponent's goal backwards, the goal will not be scored and the player will be offside.

② Offside

- ① If the **Striker** passes the opponent's goal in any direction, the team will automatically be in an offside situation and cannot attempt to score in an offside situation.
- ② In order to clear the offside situation, all players must return to their team's area behind the half line.
- ③ In an offside situation, if there is a drone ball that cannot return from the opponent's area due to out of control, the offside situation is not canceled until the player announces abandonment of the set and puts down the controller.
- ④ If the drone ball in the situation ③ is the **Striker**, the new **Striker** substituted by rule 3-④ must return to home team's area behind the half line to clear the offside situation.

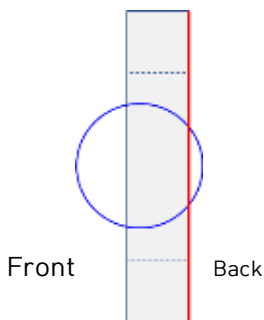
3 Defense

- Ⓐ Defense is to block all actions that the opponent team takes to make it easier for the **Striker** to score.
- Ⓑ While defending in front of its own team's goal, the defense can pass through its own team's goal, whether voluntarily or unintentionally.
- Ⓒ However, the defense cannot pass the goal in the reverse direction.
 - When defending in front of goal, if more than half part of the drone ball is entered into the goal and then come back out, it is considered a reverse pass.
 - When the defense is positioned in back side of its own team's goal and it enters the goal slightly, it will be considered as a reverse pass.



<Figure 1>

As in the picture on the left, if the back side of the drone ball does not protrude to the back of the goal, it is considered as a normal defensive form.



<Figure 2>

If the back side of the drone ball passes back of the goal even slightly intended or unintended, the drone ball cannot advance forward but move backward and return to its original defense position around the outer side of the goal,

9. Penalty Kick

① Penalty award

- Ⓐ In case of ignoring offside rules and scoring consecutive goals (violation of 8-②-Ⓐ)
- Ⓑ In case of passing own goal in reverse direction (violation of 8-③-Ⓒ)
- Ⓒ Receiving the referee's warning more than twice including 11-②. However, warnings are accumulated in the corresponding game and reset in the next game.

② Offset of penalty

- Ⓐ In a set, one team can be awarded a penalty kick by offsetting the number of penalties from both teams.
- Ⓑ In the official record of the competition, the number of penalties must be recorded without offsetting.

③ Penalty kick method

- Ⓐ When : After completion of each set
- Ⓑ How : 1:1 match between **Striker** and **Keeper**
- Ⓒ Duration : 5 seconds per every penalty
- Ⓓ Penalty kicks are made in a 1:1 match between **Striker** and **Keeper**. For **Striker** the takeoff point of the penalty kick is the half-line and for **Keeper** the takeoff point is same as the start of the game.
- Ⓔ After the referee's signal, 5 seconds are given, and the scoring rule is the same as the game.
- Ⓕ Multiple goals can be scored within the given time, and in this case the rule 8-② is applied as well.
- Ⓖ If it is specified in the competition rules, the number of penalty kicks may be converted into points and added to the score without awarding penalty kicks.
- Ⓗ If the penalty kick converted score is added to the score without awarding a penalty kick, the official record of the tournament will be the total added score.

④ Penalty kick procedure

- Ⓐ After the set is over, the head referee request both assistant referees to check the number of penalties while prohibiting players from exiting the sky fence.
- Ⓑ The head referee will award penalty kicks to only one team by offsetting the number of penalties from both teams.
- Ⓒ The head referee will have both assistant referees and one player from each team enter the sky fence.
 - assistant referee : Except for one drone from each team, other drones are gathered and placed near the entrance of sky fence, no one may touch them.
 - player : One offense and one defender participating in the penalty kick replace the battery and prepare for the penalty kick. The **Striker** is located at half line and the **Keeper** is located below the goal.
- Ⓓ The head referee starts the penalty kick after notifying the players of the penalty kick duration time and the start and end signals.
- Ⓔ When the penalty kick is over, the set ends and a repair time of 5 minutes is given.
- Ⓕ If the game is played in a 'league format', a penalty kick must be done unconditionally to calculate the goal difference. (However, this is not the case when the penalty is offset by points according to the competition rules.) In the case of a 'tournament', the team with the right to play a penalty may waive the penalty kick.

10. Winning Decisions

① Winning team

- Ⓐ A team that scores more points in a set wins the set.
- Ⓑ If both teams have the same number of goals or no goals, the set is a draw
- Ⓒ After playing up to 3 sets, the team that wins two sets first is the winning team.

② Draw

- Ⓐ After 3 sets, if no team has taken two sets first, 4 sets may be played.
- Ⓑ The rules of the 4th set is the same as the previous set.
- Ⓒ After the end of the 4th set, if no team has taken the first two sets, a penalty shootout will be held.
- Ⓓ However, overtime and penalty shootouts will not be held in games where a draw is admitted.

③ Penalty shootout

- Ⓐ The penalty shootout rule is the same as that of penalty kicks., Three players from each team perform the penalty shootout.
- Ⓑ The *Keeper* can be freely designated, and players participating in the penalty shootout can also play as *Keeper* at the same time.
- Ⓒ If the penalty shootout is a draw, the number of participating players will be increased by one until the winner is decided.
- Ⓓ No matter how long the penalty shootout is continued, the shootout player order made initially cannot be changed.

11. Fouls and Misconduct

1 Type of fouls

- Ⓐ Fouls include a warning, a set loss, and a game loss.
- Ⓒ In the case of warnings, if 2 times are accumulated, 1 penalty kick is awarded, and the accumulation of warnings is maintained in the next set, but it is reset in the next game.
- Ⓑ A set loss is considered to have lost the set, and a game loss is considered to have lost the game.

2 Warning

- Ⓐ When a person other than the player participating in the competition is in the pilot area
- Ⓑ In the event of a minor unsportsmanlike act toward a referee, opponent, or spectator during the game
- Ⓒ When the arena facilities are changed or moved without the permission of the referee to give either team an advantage
- Ⓓ When the drone ball is moved before the game start signal
- Ⓔ When the player does not follow the proper instructions of the referee

3 Forfeit of set

- Ⓐ If the drone ball in play is intentionally manipulated by a person other than a player participating in the set
- Ⓑ In the event of a major unsportsmanlike act toward a referee, opponent or spectator during the game
- Ⓒ When the color of the drone ball that identifies the team is intentionally changed
- Ⓓ When the drone ball in play is moved using physical force instead of radio control for the purpose of giving the game an advantage (hands, feet, or instruments)
- Ⓔ When the same warning is received more than once for the purpose of deliberately delaying the game or challenging the referee's decision

4 Forfeit of game

- Ⓐ When you intentionally use a drone ball to threaten others or safety
- Ⓑ In the event of a serious unsportsmanlike act toward a referee, opponent or spectator during the game
- Ⓒ When a player who is not on the player list participates in the game by illegally

Addendum 2. Glossary

1. Arena

Term	Description
FIDA	<ul style="list-style-type: none">• Federation of International DroneSoccer Association
Association	<ul style="list-style-type: none">• Member association or corresponding body affiliated to FIDA
Drone soccer	<ul style="list-style-type: none">• A game in which 5 players from each team control the drone in the shape of a soccer ball to score in a round goal of the opponent team
Rule Book	<ul style="list-style-type: none">• Drone soccer rule book
Sky fence	<ul style="list-style-type: none">• A cage in which the sides and roof are woven with wire mesh or net to prevent the drone ball from going out• For term including the pilot area, broadcasting booth, spectator section and other facilities, it is called drone soccer ARENA
Long side	<ul style="list-style-type: none">• long side of rectangular drone fence
Short side	<ul style="list-style-type: none">• short side of rectangular drone fence
Pilot area	<ul style="list-style-type: none">• Where players control drone
Broadcasting booth	<ul style="list-style-type: none">• An area located on one side of the arena and responsible for broadcasting of game
Half line	<ul style="list-style-type: none">• A line dividing the center of the playing field in two separates area of each team
Repair area	<ul style="list-style-type: none">• A space behind the pilot area or a separate space where players can repair drone balls or discuss strategy
Takeoff point	<ul style="list-style-type: none">• The place where the drone ball waits to take off before the start of the game. It is indicated by a dot or line and is located below the goal
Drone ball	<ul style="list-style-type: none">• A 'sphere'-shaped drone with a diameter of 40 cm used in drone soccer games
Goal	<ul style="list-style-type: none">• Suspended in the ceiling in the shape of a donut and must pass through it to be considered a goal.

2. Player and Referee

Term	Description
Player	<ul style="list-style-type: none">• A person who controls a drone ball in a drone soccer game
Striker	<ul style="list-style-type: none">• A player who can score as one of two attackers
Guide	<ul style="list-style-type: none">• A player who plays the role of hitting the opponent defender in order to make it easier for the striker to score as one of two attackers
Libero	<ul style="list-style-type: none">• A player who plays the role of hitting the opponent's guide and striker in order to protect the defender in front of the goal as one of the defenders
Sweeper	<ul style="list-style-type: none">• A player who blocks the opponent attacker's goal approach as one of the defenders
Keeper	<ul style="list-style-type: none">• A player blocking the goal as one of the defenders
Referee	<ul style="list-style-type: none">• A person appointed by the association for a fair game in drone soccer and consists of one head referee and four assistant referees
Head Referee	<ul style="list-style-type: none">• A person who is appointed by the association and is in charge of the game with all authority and responsibility in accordance with the rules
Assistant Referee	<ul style="list-style-type: none">• A person who assists the head referee and manages the game

The Rule Book is not for sale.

The rules of drone soccer are subject to be changed without the prior notice.

Please check the following for the latest rules of drone soccer <http://www.dronesoccer.or.kr>

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