

— OFFICIAL —
MATCH
— GUIDE —



SECTION 01

01

Participation and Registration

1.1 Target Categories · 1.2 Team Composition · 1.3 Coach · 1.4 Registration and Team Approval

Participation and Registration



1.1 Target Categories

The competition is divided into two categories:

Category	Registration Age	Robot Operation
RIFA U13	Ages 9-13	The robot may be controlled using a controller in accordance with the challenge rules.
RIFA U18	Ages 10-17	The robot operates fully autonomously during the match; remote control is not permitted.



1.2 Team Composition

- 1 A team consists of two to four students.
- 2 Each team is supervised by one coach.
- 3 A student must not participate as a member of more than one team during the same season.
- 4 A team or any of its members must not participate in more than one category during the same season.



1.3 Coach

-  A coach may supervise more than one team.
-  Under no circumstances may the coach provide assistance or direct guidance to the team during a match.



1.4 Registration and Team Approval

- 1 A participant's age is determined as of the end of the competition registration date.
 - 2 A team's registration becomes final once approved by the Organising Committee.
-  After registration is approved, no member may be added to, replaced on, or removed from the team.

SECTION 02

02

Definitions and Terminology

This section defines the terms used throughout this Rulebook. These definitions must be used when interpreting the rules or resolving any refereeing dispute.



Definitions and Terminology — Competition

Term	Definition
Match	A contest between two teams consisting of two halves—the Preparation Half and the Scoring Half—which may be followed by additional periods or a penalty shoot-out.
Team	A group of two to four students, supervised by one coach, that competes using only one robot throughout the competition.
Robot	A robot consisting of one or more controllers and associated components and complying with the requirements specified in this Rulebook.
Group	Four teams competing against one another in the Group Stage to determine which teams advance to the Knockout Stage.
Preparation Half	The first half of the match, during which the team collects balls and cones before the Scoring Half begins. It lasts 90 seconds.
Scoring Half	The second half of the match, during which the team attempts to score goals against the opposing team.
Goal	A goal is scored when the ball fully crosses the opposing team’s goal line during the Scoring Half, any additional periods, or a penalty shoot-out, before the match time expires.
Score	The number of goals scored by a team by the end of the match.
Yellow Card	A disciplinary sanction requiring the team’s robot to be returned to Home. The robot may not be restarted for 10 seconds. The penalty period begins once the robot is fully inside Home and the referee announces the start of the countdown.
Red Card	A disciplinary sanction requiring the team’s robot to be returned to Home. The robot may not be restarted for 30 seconds. The penalty period begins once the robot is fully inside Home and the referee announces the start of the countdown.





Definitions and Terminology — Field and Game Elements

Term	Definition
The Field	
Field of Play	The official playing area approved for competition matches, including all areas and elements shown in the official field diagram in Figure 1.1.
Team Area	The longitudinal half of the field allocated to each team. It extends to the right of the longitudinal divider and includes Home, the Extra Ball Collection Area, and the Cone Collection Area.
Home	The designated area from which the robot starts at the beginning of the match. It is located to the right of the team’s Penalty Area, as shown in Figure 1.1.
Penalty Area	The area directly in front of each team’s goal, as shown in Figure 1.1.
Cone Collection Area	The designated area for collecting cones during the Preparation Half, as shown in Figure 1.1.
Extra Ball Collection Area	The designated area for collecting extra balls during the Preparation Half, as shown in Figure 1.1.
Longitudinal Divider	A fixed element running along the centre of the field and dividing it into two areas. It forms part of the field design during the match.
Boundary Lines	Boundary lines form part of the area they define. A robot or game element is considered inside an area if any part of it crosses the inner edge of that area’s boundary line, unless a specific rule states otherwise.
Game Elements	
White Cones	A game element. Four white cones are randomly distributed among the designated positions on the field before the match begins. A team may collect them in the Cone Collection Area during the Preparation Half and use them as goalkeepers, forming a “defensive line” during the Scoring Half and any additional periods in accordance with the competition rules.
Black Cones	A game element. Two black cones are randomly distributed among the designated positions on the field before the match begins. A black cone may not be used as a goalkeeper forming a “defensive line”. If a team collects or flips a black cone on the field, one of the white cones collected by that team is invalidated at the end of the half, in accordance with the competition rules.
Extra Balls	Four balls placed at their designated positions on the field at the beginning of the match. A team may collect them during the Preparation Half and place them in the Extra Ball Collection Area for use during the Scoring Half.
Ball Dispenser	A fixed field element that allows the robot to obtain a new ball by pressing its designated button, in accordance with the game rules.



Definitions and Terminology — Field and Game Elements

Figure 1.1: General Layout of the Competition Field

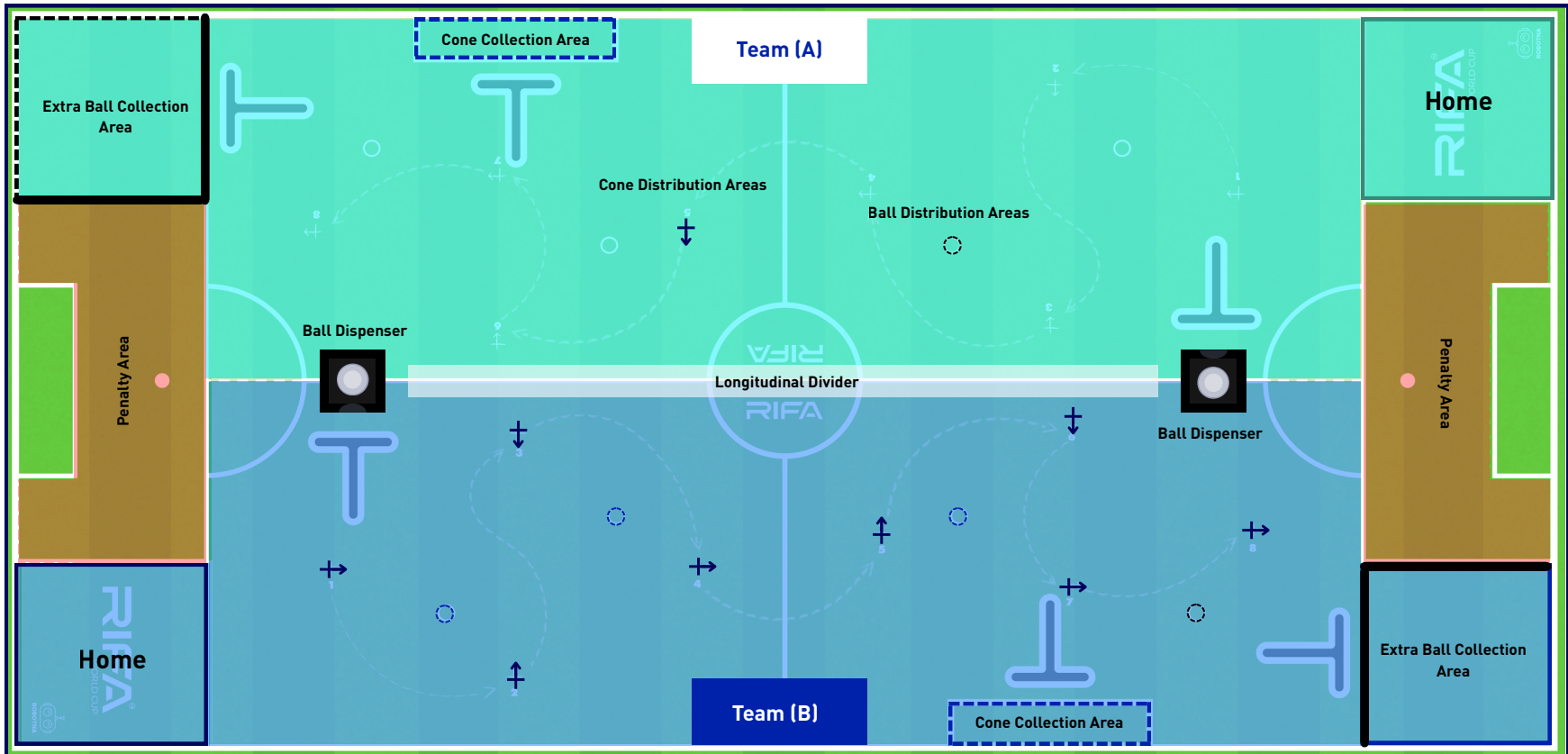
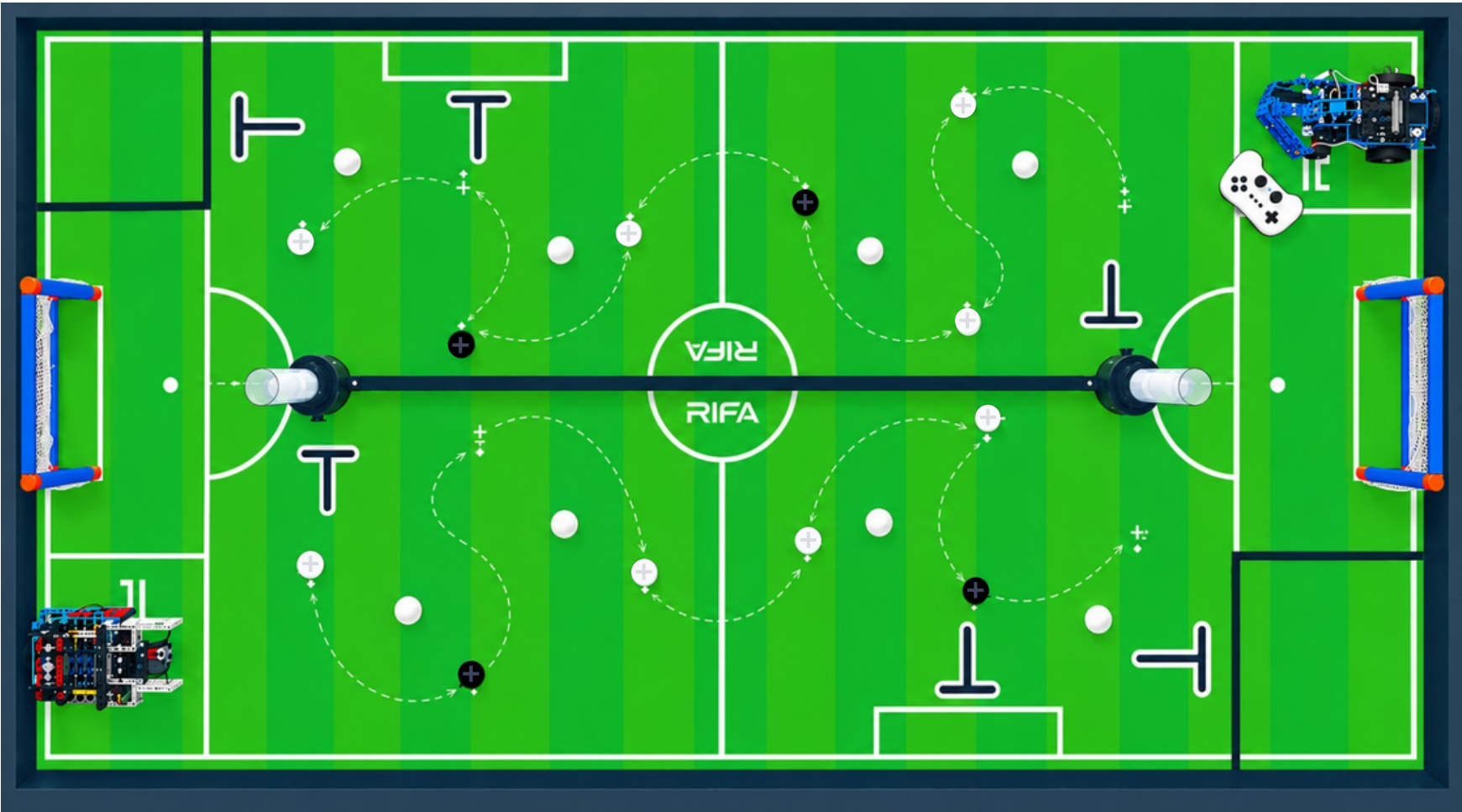


Figure 1.1

SECTION 03

03

Robot Specifications

3.1 Dimensions · 3.2 Components · 3.3 Programming and Communication · 3.4 Modifications
During the Match · 3.5 Technical Inspection

Robot Specifications



3.1 Dimensions

- 1 At the beginning of both the Preparation Half and the Scoring Half, the robot must not exceed 30 x 30 x 30 cm (length x width x height). Dimensions are verified using the approved sizing box before each half begins.
- 2 After a half begins, the robot may expand, provided that no dimension exceeds 35 cm at any time during play.



3.2 Components

The robot must include:

- 1 One or more controllers.
 - 2 No more than six motors.
-  Any materials may be used to build the robot, provided they do not damage the field or other robots or pose a risk to participants. Prohibited examples include liquids and materials that adhere to the field or obstruct an opponent.



3.3 Programming and Communication

-  Any programming language or environment compatible with the controller may be used.
-  In the RIFA U18 category, any wired or wireless communication with the robot is prohibited from the time the team arrives at the playing table until the match ends.



3.4 Modifications During the Match

During a match, including while play is in progress, a team may replace, remove, or add robot parts; change attachments; restart the program; or restart the controller, provided the robot is inside Home. The match will not be stopped for any of these actions, and all requirements, conditions, and dimensions in this Rulebook must remain satisfied.



Robot Specifications — Technical Inspection



3.5 Technical Inspection

- 1 Each robot must pass a technical inspection before the competition begins to confirm that it complies with the competition rules.
- 2 If a robot fails the technical inspection, the team will be informed of the issues and given an opportunity to modify the robot and undergo reinspection.
- 3 A team may not participate in any match until its robot has passed the technical inspection.
- 4 If a team's match time arrives before its robot has passed inspection, the team forfeits that match 3-0. It may participate in later matches after passing inspection.
- 5 Under Rule 3.4, "Modifications During the Match", only parts and attachments that have already been inspected and approved may be used. The referee may request a reinspection.

SECTION 04

04

Competition Field

4.1 General Field Layout · 4.2 Field Elements · 4.3 Technical Specifications



Competition Field

All RIFA WORLD CUP matches are played on a standardised field designed to provide a balanced and fair playing environment for all teams. The field consists of designated areas and fixed elements used during the match in accordance with the competition rules.

4.1 General Field Layout

The general layout shows all field areas and elements and serves as the primary reference for determining their positions during a match.

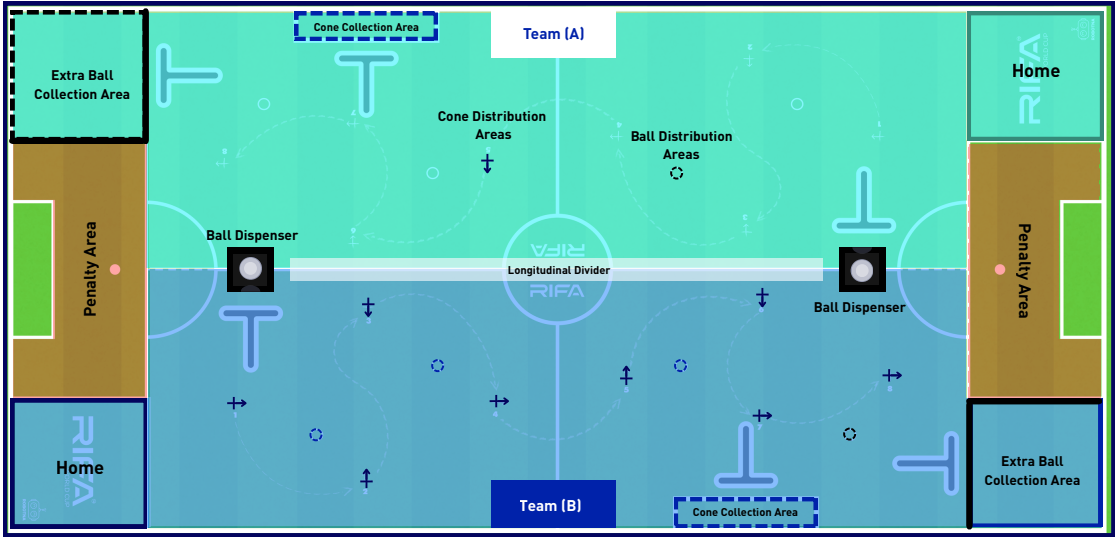


Figure 4.1: General Layout of the Competition Field

4.2 Field Elements

The field includes the following elements:



Figure 4.2: Field Elements

4.3 Technical Specifications

All dimensions, measurements, and engineering drawings for the Competition Field—including the table, goal, field areas, and game elements—are specified in Appendix A, “Competition Field Technical Specifications”. This appendix is the official reference for all measurements stated in this Rulebook.

For further details about the Competition Field, refer to Appendix A at the end of this Rulebook.

Area	Dimensions
Home	30 x 30 cm
Goal: Length x Width x Height	29.5 x 7 x 25 cm
Extra Ball Collection Area	30 x 30 cm
Cone Collection Area	30 x 7 cm
Longitudinal Divider	115 x 2 x 4 cm
Tolerance	± 5 mm

SECTION 05

05

Competition Format

Group Stage · Team Ranking · Qualification · Knockout Stage · Late Arrival and Withdrawal



Competition Format — Group Stage

The competition follows a Group Stage followed by the Knockout Stage.

Group Stage

- 1 Each group consists of four teams.
- 2 Each team plays three matches, facing every other team in its group once.
- 3 Match results are awarded points as follows:

Result	Points
Win	3
Draw	1
Loss	0

- ✓ A Group Stage match may end in a draw.

Team Ranking

Teams within each group are ranked according to the following criteria:

- 1 Number of points.
- 2 Head-to-head result.
- 3 Goal difference.
- 4 Highest number of goals scored.
- 5 Fair Play—the team receiving fewer cards and violations during the Group Stage ranks higher.
- 6 If the tie remains, the tied teams take a penalty shoot-out as specified in Rule G21.



Qualification, Knockout Stage, and Withdrawal

Qualification

The number of teams qualifying from each group is determined according to the number of groups and participating teams and is announced before the competition begins.

Knockout Stage

- All Knockout Stage matches are played as single-match eliminations
- If a match ends in a draw, the result is decided through the additional periods described later in this Rulebook

Late Arrival

- 1 A team is allowed no more than five minutes from the official call to report to the field.
 - 2 If a team arrives after the match has started, it may participate immediately. The match continues from the remaining time, with no compensation for elapsed time.
-  If the team does not arrive before the match ends, it forfeits the match 3-0.

Withdrawal from the Competition

If a team withdraws after the competition has begun:

- 1 All previous results remain valid.
- 2 The team forfeits all remaining matches 3-0.

Organising Committee Authority

The Organising Committee may adjust the allocation of teams to groups and the qualification mechanism for the Knockout Stage according to the number of participating teams, provided the changes are announced before the competition begins.

SECTION 06

06

Game Rules

6.1 Preparation Half · 6.2 Scoring Half

Preparation Half — G1 to G5



G1 Objective of the Half

The Preparation Half enables the team to prepare for the Scoring Half by collecting cones and bonus balls in accordance with the competition rules.



G2 Start of the Half

- 1 The team places its robot inside Home.
- 2 The robot must be entirely inside Home before the half begins. It may touch the boundary line, provided no part of the robot is outside the area.
- 3 No specific starting orientation is required for the robot.
- 4 The half begins when the countdown ends and the referee blows the whistle. The team may then start the robot.
- 5 If the robot moves or begins any action before the referee's whistle, this is a False Start. The referee stops the starting procedure, returns the robot to the correct position inside Home, and restarts the countdown. No penalty is imposed for the first offence.
- 6 If the team commits a second False Start during the same half, it receives a Yellow Card. The half begins after the countdown is restarted, but the robot must remain in Home for ten (10) seconds and may not be started until the penalty has elapsed and the referee gives the signal.



G3 Duration of the Half

The Preparation Half lasts 90 seconds.



G4 Preparation Half Tasks

During this half, the team may perform the following tasks:

- 1 Collect bonus balls and place them inside the Ball Collection.
- 2 Collect white cones to use as goalkeepers—the “Defensive Line”—during the Scoring Half.
- 3 Avoid black cones. Collecting or knocking one over cancels one white cone collected by the team.



G5 Order of Tasks

- The team must collect at least one bonus ball, with the ball entirely inside the Ball Collection, before collecting its first white cone.
- If any white cones are collected before a bonus ball, those cones are invalid and do not count as goalkeepers—the “Defensive Line”—for the Scoring Half.



Preparation Half — G6 to G11



G6 Bonus Balls

- 1 Four bonus balls are placed on the field in each team's area.
- 2 All balls collected by the team must be placed inside the Ball Collection Area.
- 3 Before the Scoring Half begins, the referee transfers the balls collected by the team to its Ball Dispenser.
- 4 If a bonus ball leaves the boundaries of the team's field, it is a Lost Ball. The referee removes it at the first safe opportunity, and it is not returned to the match.



G7 Cones

- 1 Each white cone collected wholly or partly inside the Cone Collection is used as a goalkeeper—the “Defensive Line”—during the Scoring Half.
- 2 If the team collects no white cones, it begins the Scoring Half without goalkeepers—the “Defensive Line”.
- 3 Collecting or knocking over a black cone cancels one white cone collected by the team at the end of the Preparation Half.
- 4 Any white cone that is knocked over, whether inside or outside the Cone Collection, is invalid and does not count as collected.



G8 Returning Cones or Balls to Home

- Home may be used only to start or restart the robot. It must not be used to store, protect, transport, or retain any game element.
- If a cone or ball enters Home during the match, that element is invalid for the remainder of the half. It does not count toward any subsequent task, goal, or score, and the referee removes it at the first safe opportunity.



G9 Touching the Robot

- 1 The team may touch the robot at any time during the match if it is entirely inside Home.
- 2 If the robot is touched while any part of it is outside Home, the team receives a Yellow Card. The robot is returned to Home and may resume play after the ten-second penalty has elapsed and the referee gives the signal.



G10 End of the Half

The Preparation Half ends only when its time expires. Afterwards:

- 1 The robot is returned to Home.
- 2 The team may make any adjustments to the robot.
- 3 A two-minute break begins before the Scoring Half.
- 4 Before the Scoring Half, the referee places all bonus balls collected by the team inside its Ball Dispenser.
- 5 The team places its collected white cones as goalkeepers—the “Defensive Line”—in front of its goal. Each cone must touch the goal line, and cones must not be placed horizontally.
- 6 The referee removes all uncollected cones and bonus balls.



G11 Entering the Opponent's Area

- ✗ The robot must not enter the opposing team's half. If it touches or affects any element in the opponent's field, as defined in Section 02, Definitions and Terminology, the team receives a Red Card.



Scoring Half — G12 to G15



G12 Objective of the Half

The objective of the Scoring Half is to score as many goals as possible within the 90-second time limit.



G13 Start of the Half

- 1 The Scoring Half begins with the robot inside Home. All starting conditions and procedures in Rule G2 apply, including the False Start provisions.



G14 Obtaining Balls

- Each team begins the Scoring Half with six (6) standard balls inside its Ball Dispenser. Any bonus balls collected during the Preparation Half are added to them.
- The Ball Dispenser may contain no more than ten (10) balls in total. To obtain a new ball, the robot must:
 - 1 Approach the Ball Dispenser.
 - 2 Activate the Ball Dispenser.
 - 3 Obtain only one ball.
 - 4 Proceed to score it in the opposing team's goal.
- Once a legal ball exits the team's Ball Dispenser, it becomes that team's active ball until it is scored or declared a Lost Ball. The team may not obtain another ball while it has an active ball in play.
- If two balls exit the Ball Dispenser into the team's field at the same time, the referee leaves the legal ball—the first ball to exit—in play. The excess ball is removed at the first safe opportunity and returned to the dispenser.
- The robot must not carry or retain more than one ball at a time. If it does and the balls are scored, only one goal counts for that play cycle, which begins when a ball exits the dispenser and ends when the goal is scored.
- If the Ball Dispenser malfunctions and does not release a valid ball after legal activation, the referee must be notified immediately. If the fault can be corrected without affecting play, the match continues after correction. If it denies either team a material opportunity or creates an irreconcilable difference in available balls, the referee stops the match. The Head of Refereeing Committee decides whether play resumes from the stoppage or the match is replayed in full under the approved field-fault protocol.



G15 Scoring Goals

- A goal is scored when the ball fully crosses the opposing team's goal line. If more than one ball crosses the line in the same attempt, only one goal is counted.
- A goal does not count if the robot or any part of it is inside Home at the moment of the robot's last contact with the ball before it crosses the opposing team's goal line.
- After scoring, the robot continues play immediately and returns to the Ball Dispenser to obtain a new ball.
- A team may score a maximum of 10 goals. It must not score or use a Lost Ball—a ball that fully leaves the outer field boundary, crosses completely into the opposing team's area, or is otherwise no longer part of a legal scoring attempt. A Lost Ball is removed at the first safe opportunity, is not returned to the Ball Dispenser, and must not be used again during the half.



Scoring Half — G16 to G19

**G16**

Penalty Area

- The robot must not enter its own Penalty Area or the opposing team's Penalty Area. Deliberately or accidentally touching any cone or ball inside either Penalty Area is a Red Card offence, as defined in Section 02, Definitions and Terminology.

If the robot unintentionally enters either Penalty Area without touching any game element, the referee gives the team a verbal warning. If the offence continues or is repeated after the warning, the team receives a Yellow Card, as defined in Section 02, Definitions and Terminology.

**G17**

Contact

- Any deliberate contact between the robots, or contact that damages or disables the opposing robot, changes its path or position, or prevents it from reaching a ball or the Ball Dispenser, is a Red Card offence by the team that initiated the contact or entered the other team's area.
- Incidental contact between robots over the central divider is not an offence unless a robot enters the other team's area.
- If illegal contact disables, stops, or disrupts the affected team's robot, that team may return its robot to Home and restart it immediately, without penalty or waiting period, after the referee confirms the effect and gives the signal.

**G18**

Touching the Robot

Rule G9 applies during the Scoring Half.

**G19**

End of the Half

- The Scoring Half ends when its time expires.
- A goal does not count if the ball crosses the goal line after the final whistle and the end of match time.

**G20**

Additional Periods

If a Knockout Stage match is tied at the end of regulation time, the result is decided as follows:

- 1 The teams play an additional period of thirty (30) seconds.
- 2 Each team begins the additional period from Home under the starting conditions in Rule G2.
- 3 Three (3) balls are placed inside each team's Ball Dispenser before the period begins.
- 4 The Scoring Half rules apply, except for the duration, number of balls, and maximum number of goals.
- 5 **The team that scores the most goals wins.**
- 6 If the first additional period remains tied in goals and time, the teams play a second thirty-second period. Only two (2) balls are placed in each Ball Dispenser, and the team that scores the most goals in the shortest time wins.
- 7 If the tie remains after the second additional period, the teams proceed to a penalty shoot-out as described in Rule G21.

**G21****Penalty Shoot-out Procedure and Rules (G21)**

- 1 Penalty kicks are taken without goalkeepers—the “Defensive Line”.
- 2 The robot begins each kick inside its team’s Home.
- 3 The robot obtains one ball from its Ball Dispenser and attempts to score in the opposing team’s goal.
- 4 **The kick does not count if the robot or any part of it enters either Penalty Area while taking the kick.**
- 5 The kick is successful if the ball fully crosses the goal line within the allotted time.
- 6 Each team takes three (3) penalty kicks in the first stage.
- 7 Each of the first three kicks has a maximum duration of ten (10) seconds.
- 8 If the score remains tied after the first three kicks, the shoot-out continues one kick per team until the tie is broken.
- 9 After the third kick, the duration of each additional kick is reduced by one second, continuing down to a minimum of five (5) seconds.
- 10 The team with more successful kicks at the end of the shoot-out wins.
- 11 **The teams take kicks alternately. A draw between the teams determines which team kicks first.**

SECTION 07

07

Refereeing and Appeals

7.1 Refereeing Committee · 7.2 Referee Authority · 7.3 Appeals · 7.4 Video Review



Refereeing Committee and Referee Authority

**7.1**

Refereeing Committee

The Refereeing Committee manages tournament matches and oversees application of the competition rules. It consists of:

- 1** Head Referee: manages the match and makes refereeing decisions during play.
- 2** Assistant Referee: assists the Head Referee in monitoring the match and applying the rules.
- 3** Head of Refereeing Committee: supervises all referees, serves as the final authority on interpreting the competition rules and deciding unaddressed cases, and makes the final decision on appeals.

**7.2**

Referee Authority

The Head Referee may:

- 1** Manage the match and apply the competition rules.
- 2** Count goals, violations, and results.
- 3** Issue warnings and take the actions specified in this Rulebook.
- 4** Stop or resume play when required under the competition rules.

The Head Referee's decision is final during the match unless the Head of Refereeing Committee decides otherwise.



Appeals and Video Review

**7.3**

Appeals

- 1 Only student team members may submit an appeal. An appeal submitted by the coach or any other person is not accepted.
- 2 An appeal is a request to review a refereeing decision or match result and must follow the procedures in this Rulebook.
- 3 **The appeal must be submitted within 30 minutes after the match ends. The team loses its right to appeal after this period.**
- 4 The appeal is submitted to the match's Head Referee. It must be clear and specific, identifying the disputed decision and the reasons for the appeal.
- 5 The Head Referee refers the appeal to the Head of Refereeing Committee for consideration.
- 6 Before deciding, the Head of Refereeing Committee may consult the referees, review official video recordings, or use any approved verification method.
- 7 **The decision of the Head of Refereeing Committee is final and binding on all parties. No further appeal is accepted.**

**7.4**

Video Review

- 1 The Head of Refereeing Committee may review video recordings when needed to support decisions concerning goals or objective facts that could change the result.
- 2 **Only official video recordings made by the Organising Committee are accepted.**
- 3 **Recordings made by teams, coaches, spectators, or any party outside the Organising Committee are not considered.**
- 4 The Head of Refereeing Committee decides whether to conduct a video review. No team may demand review of a specific recording.

SECTION 08

08

Violations and Procedures

Violation Table · Sportsmanship Violations · Disciplinary Measures

 Violation Table

All teams must comply with the competition rules throughout the tournament. When a violation occurs, the referee applies the following procedures under this Rulebook.

Procedure	Violation	Code
Yellow Card, as defined in Section 02, Definitions and Terminology.	Touching the robot outside Home.	P01
The cone is invalid and does not count among the team’s collected cones.	Collecting a white cone before the first bonus ball.	P02
One white cone collected by the team is cancelled.	Collecting or knocking over a black cone during the Preparation Half.	P03
Red Card, as defined in Section 02, Definitions and Terminology.	The robot enters either Penalty Area and touches any game element.	P04
The referee gives a verbal warning. If the offence continues or is repeated, the team receives a Yellow Card.	The robot enters either Penalty Area without touching a game element.	P04.a
The ball is a Lost Ball and is not returned to the match.	A bonus ball leaves the team’s field during the Preparation Half.	P05
Only one goal counts, regardless of how many balls cross the goal line.	Carrying, possessing, controlling, or scoring more than one ball in one attempt.	P06
A detached part remaining on the field is treated as part of the robot for the rest of the match. If it affects play, this is a technical violation and the referee takes the appropriate action based on its nature and this table.	The robot deliberately drops, leaves, or releases any part, tool, or element on the field.	P07
Red Card, as defined in Section 02 and Rules G16 and G17.	Deliberate contact that obstructs the opposing team or prevents normal play.	P08
The team forfeits the match 3-0.	Failure to report for the match.	P09
First offence in the half: restart the starting procedure without penalty. Second offence in the same half: Yellow Card.	The robot moves or begins any action before the referee’s whistle.	P10



Sportsmanship Violations and Disciplinary Measures

Sportsmanship Violations

The following are sportsmanship violations. The referee or Head of Refereeing Committee may apply an appropriate sanction:

-  Verbal or physical abuse of referees, organisers, or participating teams.
-  Deliberately damaging field elements or tournament equipment.
-  Tampering with another team's robot or equipment.
-  Attempting to influence refereeing decisions in an improper manner.
-  Any conduct contrary to fair competition or detrimental to the tournament.

Disciplinary Measures

Disciplinary sanctions apply to conduct that violates fair play, respect, safety, or competition integrity, whether committed by a team member, coach, or anyone associated with the team

The sanction is determined by the nature, severity, and effect of the violation, and whether it was repeated or deliberate

Sanctions are applied in the following order

- 1** Formal Warning: issued to a team or person for a limited conduct violation that does not materially affect match integrity or participant safety
- 2** Match Penalty: the team may forfeit the match if the violation is serious, materially affects match integrity, or is repeated after a Formal Warning
- 3** Event Disqualification: a team or person may be disqualified from the tournament for a serious violation, deliberate repetition, or conduct that threatens participant safety or competition integrity

SECTION 09

09

General Rules

9.1 Competition Rules · 9.2 Sportsmanship · 9.3 Safety

Committee Instructions (9.4) · Field Variations (9.5) · Other Cases (9.6)



General Rules

9.1 Compliance with Competition Rules



All participating teams must comply with the official version of the competition Rulebook. Registration in the tournament constitutes acceptance of all its provisions and rules

9.2 Sportsmanship



All participants must uphold fair competition, show respect toward participating teams, referees, and organisers, and maintain sportsmanship throughout the tournament

9.3 Safety



All robots and equipment used must be safe and must not endanger participants, referees, or field elements. All participants must also follow the safety instructions issued by the Organising Committee at the tournament venue.

9.4 Compliance with Organising Committee Instructions



All participants and coaches must follow the Organising Committee's instructions, including match schedules, access procedures for competition areas, and tournament procedures

9.5 Field and Competition Environment Variations



The Organising Committee makes every effort to ensure that all competition fields and elements conform to the approved Technical Specifications. Participants must not expect minor natural variations in the competition environment, such as slight differences in field-floor level, element placement, ball movement, or other normal operational factors. These variations are a normal part of the competition environment and are not grounds for stopping or replaying a match. If the Refereeing Committee identifies a field or element fault that materially affects the match or gives one team an unfair advantage, it may take appropriate action, including stopping or replaying the match or moving it to another field

9.6 Unaddressed Cases



Any case not addressed in this Rulebook is interpreted by the Head of Refereeing Committee. The decision is final and binding on all parties, provided it does not conflict with the Rulebook's general principles

APPENDIX A

A

Technical Specifications of the Competition Field

This appendix is the official reference for all dimensions and technical specifications of the competition field.



Table, Area, and Element Specifications

A.1

Table Specifications

Item	Specification
Internal table dimensions	236 × 114 cm
Table side-wall height	7-9 cm
Field surface	Banner Mat
Tolerance	± 5 mm

A.2

Field Areas

Area	Dimensions
Home	30 × 30 cm
Goal: length × width × height	29.5 × 7 × 25 cm
Ball Collection	30 × 30 cm
Cone Collection	30 × 7 cm
Central Divider	115 × 2 × 4 cm
Tolerance	± 5 mm

A.3

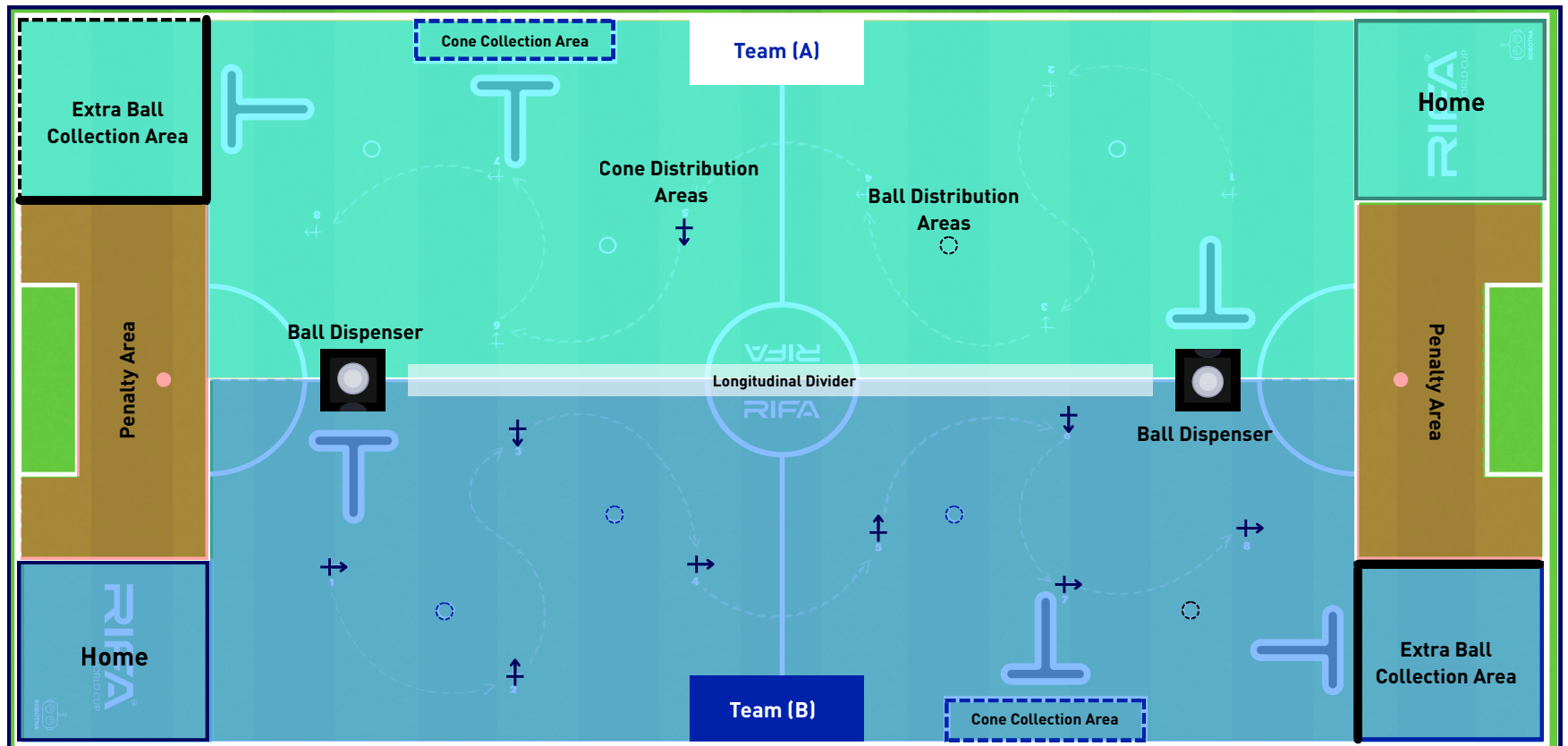
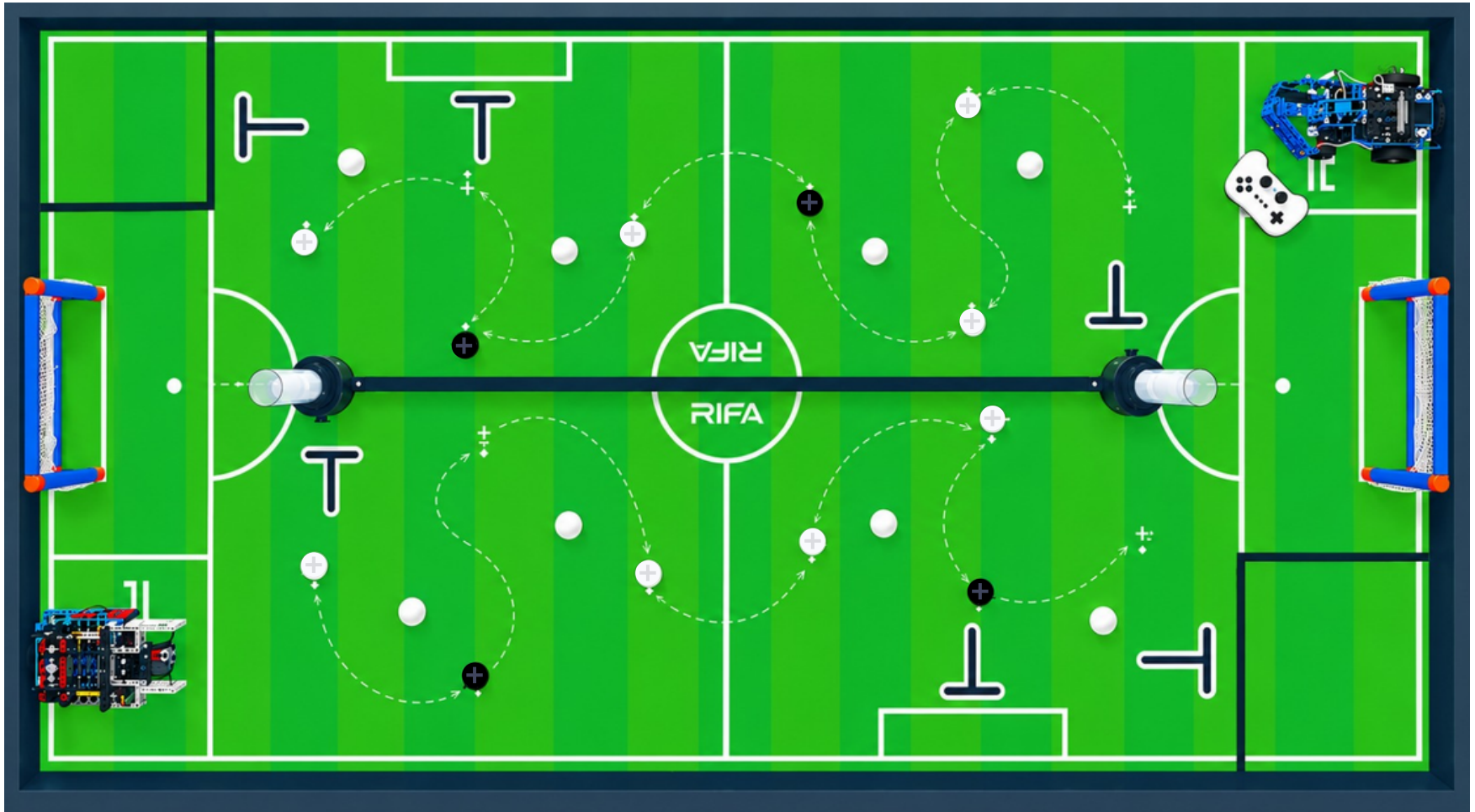
Field Elements in Each Team's Area

Item	Quantity
White Cones	4
Black Cones	2
Bonus Balls	4
Ball Dispenser	1
Ball Collection	1
Cone Collection	1



Complete Engineering Diagram of the Competition Field

The following engineering diagram is the official reference for the positions of all areas and elements on the field.



Official Appeal Form

Team Information

Item	Details
Team Name	
School / Academy / Club	
Category	☐ RIFA U13 ☐ RIFA U18
Group Number	
Match Number	
Match Date	
Match End Time	
Appeal Submission Time	

Appellant

Item	Details
Student Appellant's Name	
Contact Number (if any)	
Student Signature	

 Note: An appeal submitted by the coach or anyone other than a team member who participated in the match is not accepted.

Type of Appeal

- ☐ Refereeing Decision ☐ Goal Decision ☐ Violation ☐ Match Result

Rule or Clause Number (if any)

Appeal Description

Decision Requested for Review

For Official Use Only

Receipt of Appeal

Item	Details
Head Referee's Name	
Time Appeal Received	
Head Referee's Signature	

Decision of the Head of Refereeing Committee

- ☐ Appeal Accepted
- ☐ Appeal Rejected
- ☐ Match Result Amended
- ☐ Result Recalculated

Reasons for the Decision

Item	Details
Head of Refereeing Committee	
Date	
Signature	

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