RoboCup Robot Soccer League Rule Book

RoboCup Robot Soccer League Technical Committee

(DRAFT 2026 Working Rules Document, as of 2025-09-03)

Questions or comments on these rules should be submitted via `https://github.com/RoboCup-SPL/Rules/issues`, to the `#rule-book` channel on the ? Discord server, or by mail to `tba@tba.com`.

Contents

1 Purpose and Scope of the RoboCup Robot Soccer League

This document defines the purpose, scope, and rules of the RoboCup Robot Soccer League for the international RoboCup competition, at the forefront of research, innovation, and education in humanoid soccer across all forms.

1.1 Vision and Mission Statement

The RoboCup Robot Soccer League (RSL) will drive innovative research that advances the software and hardware of autonomous robots with a particular emphasis on robots deployed in real-time, dynamic, partially observable, and multi-agent environments. The RSL is well suited to advance *research*, *development*, and *education* in:

- Multi-robot systems (5+ robots) requiring decentralized coordination with limited communication over noisy channels.
- Robots that approach or approximate Human-like capabilities.
- A league that promotion research,
- Localization and state-estimation.
- Dynamic humanoid motor control.
- Real-time and on-board robot perception.
- Software engineering for autonomous robots.
- Hardware engineering for autonomous robots.
- Across topics, robot learning in all its forms.

In addition, the RSL aim to:

- Grow the community of humanoid soccer within RoboCup.
- Further education in robotics and is designed such that both teams with a primary focus in research and teams with a primary focus in education are able to participate.
- Encourage active sharing of software and hardware designs for league-wide collaboration.
- Measure the capabilities of the league against the 2050 vision of RoboCup.
- Drive the vision and direction of the rules to encourage good quality soccer between between evenly matched teams.

1.2 Core Vision and Requirements for Legal Standard Robot Platforms

The RSL encourages and welcomes the use of standard humanoid robot platforms available within the market to advance the state of humanoid robot soccer and the vision of the RSL.

With the RSL vision in mind, the core requirements for standard humanoid platforms used within the RSL are platforms:

1. Capable of dynamic motions such as fast walking, kicking a ball off the ground, and getting up from the ground;
2. Capable of running state-of-the-art AI neural network models for perception, decision-making, and control;
3. Sufficiently small and affordable that teams can fund multiple robots and travel with them to competitions;
4. Able to be programmed at a low-level of control;
5. Well-Documented.

1.3 Core Vision and Requirements for Constructed Robots

The RSL equally encourages and welcomes the use of fully custom built or modified humanoid robot platforms. To create a welcoming and fair environment for all robot platforms, the RSL ensures the following:

1. Both store-bought and custom-built robots can participate in a fair competition without risking damage to their robots.
2. The tournament is designed such that games are interesting for all participating teams and match-ups are fair.
3. The tournament is designed such that all currently existing teams are able to participate.
4. Details about hardware and software of the robots is made available to teams and organizers to ensure a fair competition and encourage scientific exchange.
5. League resources are distributed such that both store-bought and custom-built robots equally benefit from them.
6. Robots are designed with the goal of RoboCup in mind, thus restricting the allowed sensors where possible to humanoid sensors. Exceptions to this rule can be made if it benefits scientific progress.