

☐ B-Human    ☐ Berlin United    ☐ DNT  
☐ HTWK    ☐ HULKs    ☐ NaoDevils  
☐ Naova    ☐ RedbackBots    ☐ Robo-Eireann  
☐ rUNSWift    ☐ SPQR    ☐ WisTex

# ROBOCUP SPL REF MEETING

- Meeting for RoboCup World Championship 2025
- We discuss new rules since 2024 + Q&A
- You need to read [the Rules Document](#) as well.
- [Link to turn off slide transition animations](#)

# PRESERVING ROBOTS

- Most games will be played 5 vs 5
- Assistant refs can catch falling robots
- Relaxed Request for Pickup

# RELAXED REQUEST FOR PICKUP

- As soon as the robot falls down
- If team believes the robot may get damaged

Head referee can object

# PREGAME MEETING

- Decide jersey colors
- Field-Side selection and Initial Kick-Off by coin toss
- Any other game related topic
- 10 minutes before the game starts

# CHAMPIONS CUP AND CHALLENGE SHIELD

If at least one CS team is playing,  
the game follows CS rules.

CC teams must be able to play with CS rules

# PENALTY KICK

- No difference for Champions Cup and Challenge Shield.
- Successful penalty kick has not changed.

# INDIRECT KICK

No difference for Champions Cup and Challenge Shield.



# INDIRECT KICK

- Is a restriction for both teams on scoring goals.
- Relevant for all 6 set-plays.

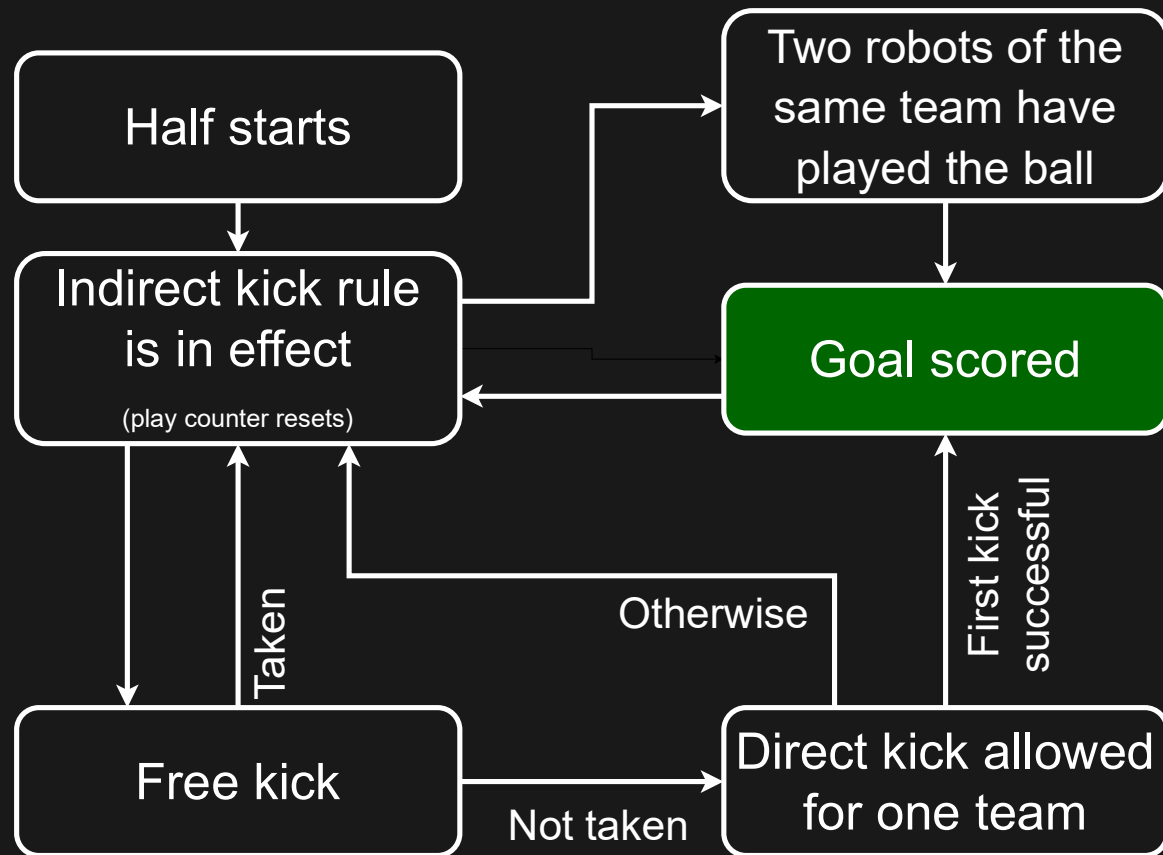
# SET-PLAYS ARE:

- Kick-in
- Goal kick
- Corner kick
- Kick-off
- Pushing free kick (a.k.a. Foul)
- after an unsuccessful Penalty kick

# INDIRECT KICK

- No score of a goal from direct kick, including deflections.
- Ball must be deliberately played a second time.

# INDIRECT KICK



# INDIRECT KICK

Penalty:

- Goal not scored
- Goal kick for the opponent

# INDIRECT KICK

Must be tracked for both teams for the ongoing game.

Additional assistant referee recommended.

# INDIRECT KICK

- Don't have enough robots? Talk to the event organizers before your match.

# VISUAL GESTURE FOR FREE KICKS

- Only in Champions Cup
- Gesture to show: who has Free kick?





# FREE KICKS ARE:

- Kick-in
- Goal kick
- Corner kick
- Pushing free kick (a.k.a. Foul)
- Penalty kick

# VISUAL GESTURE

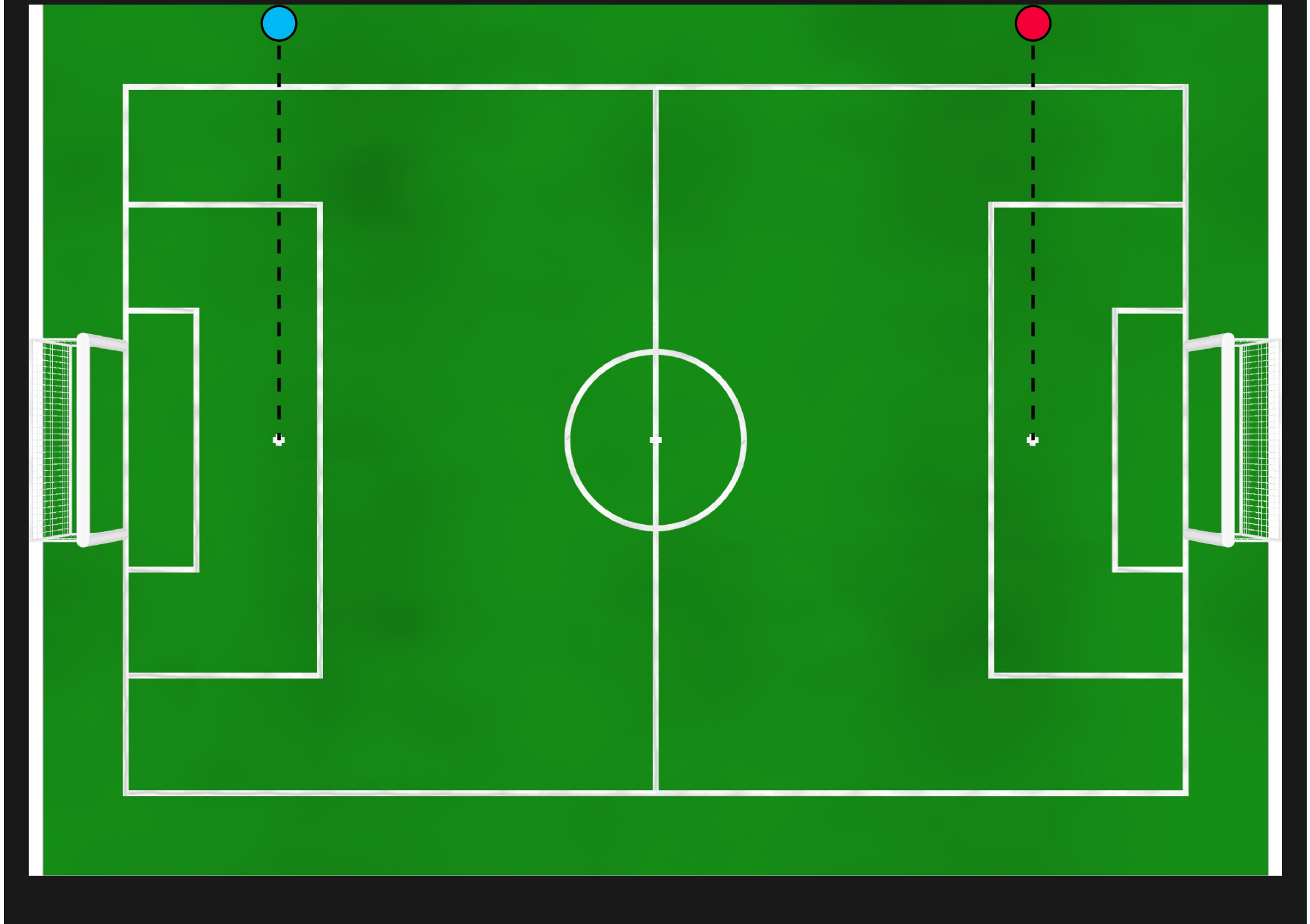
- Stand at the T-Junction opposite of the GameController
- Point towards the team not taking the Free kick.

# FREE KICKS

Penalty for violations:  
Illegal position color number

# STANDARD PENALTY PROCEDURE

- Same as last year.
- Using "Unpenalize" mode for aborting penalties.



# RED GLOVES

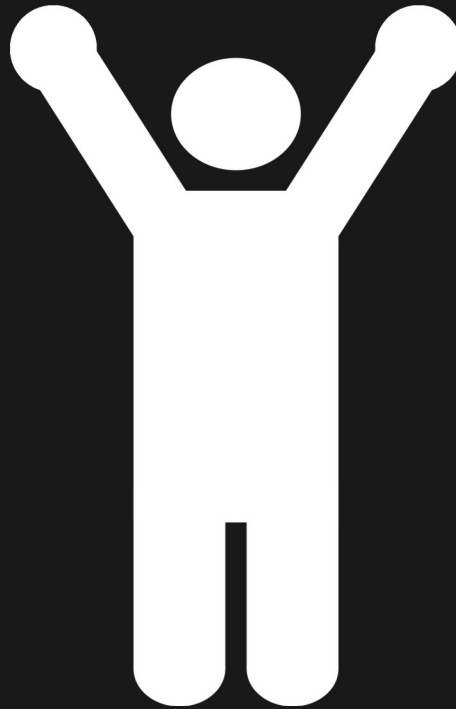
- Used only in Challenge Shield matches.
- Not used in Champions Cup.

(Changed since German Open 2025)

# NEW/CHANGED GAMESTATE: STANDBY

- Between Initial and Ready
- Should last between 10 and 120 seconds
- Give raised hand signal after that
- Callout: Forbidden Motion in Standby color

# NEW/CHANGED GAMESTATE: STANDBY



Red gloves only in Challenge Shield



# DROP-BALL RULE

- After global game stuck
- After referee timeout

# DROP-BALL RULE

Like a Kick-off, but no team is allowed into the center circle until Playing.

# BALL STOP RULE

- Extension of the half until the last attack is concluded.
- Half ends when the ball stops or leaves the field.

# NEW GAMECONTROLLER

Will be published [on the SPL Website](#).

**THANKS FOR YOUR ATTENTION**

Questions?