



VEX IQ Remote Soccer

Elementary

Category Competition Rules and Competition System

updated : 15/05/2026





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A. Introduction

A1. A soccer team consists of two to three members, and each team will use two soccer robots to compete with the other team in a remote-controlled battle. The team with the higher score within the time limit is the winner.

A2. Quota for participating : There is no limit to the number of teams for each school or organization.

A3. Participating age : Participants must be 9- 14 years old (birth date in 2026 season is 2012– 2017).

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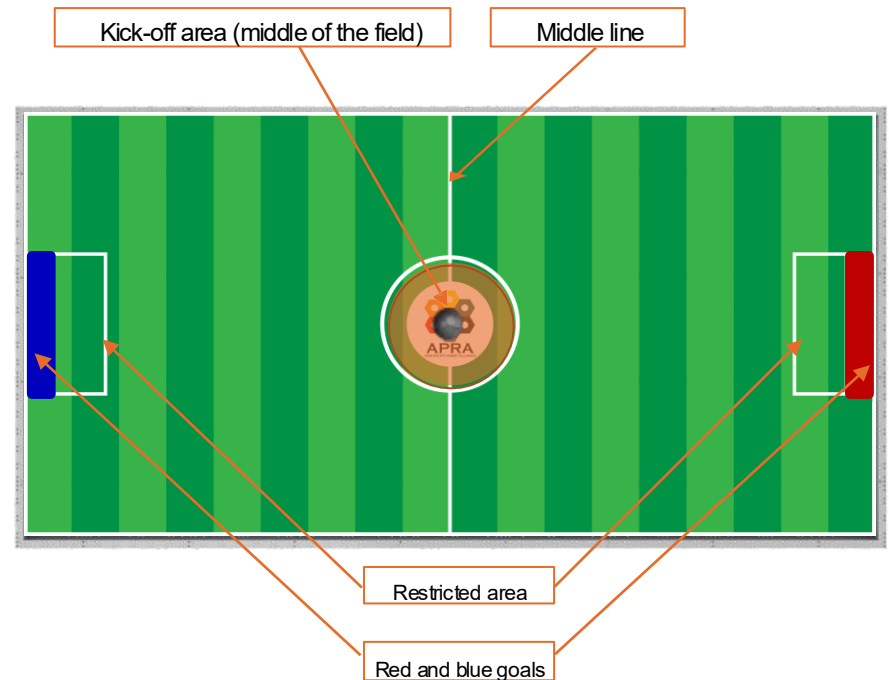




B. Soccer field setup and ball specifications

B1. The soccer field will be covered with a printed field mat measuring approximately 2460 mm x 1240 mm with a perimeter height of approximately 64 mm around the field. There will also be a raised section approximately 6 mm high and 22 mm wide around the edges of the field.

B2. Each goal is approximately 400 mm wide, approximately 90 mm deep and approximately 70 mm high.



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B. Soccer field setup and ball specifications

B3. The ball is a 3D printed ball with a diameter of 55mm.

B4. Color is black and hollow with a wall thickness of 2mm.

B5. Weighs approximately 9g to 11g.



Ball

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C. Game Rules

Match Duration

- C1.** Each match lasts approximately **6 minutes**, divided into two **3 minute halves**. Teams will switch sides after the first half concludes.
- C2.** Before the match begins, one representative from each team will play **Rock-Paper-Scissors**. The winner may choose to start at either the **Red** or **Blue** position.
- C3.** There is a **2 minute preparation period** (including connection setup, testing, etc.) prior to the start of the match.
- C4.** If a team fails to report within **1 minute** after the match has officially started, the opponent will be awarded a **2-0 victory by forfeit**.
- C5.** Once the match begins, the timer will run continuously and will **not be paused** until the match concludes.

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C. Game Rules

Kick-off Procedures

C6. Before the match begins, teams must place their robots on the field. All parts of the robots must remain **stationary**.

C7. Referees will attach **red or blue markers** to the robots to identify their respective team/goal colors.

C8. Both robots from the same team must be placed within their **own half** and outside the **kick-off area**. The **vertical projection** of at least one robot must overlap with the team's own **restricted area**.

C9. After the program is initialized, robots must wait outside the kick-off area for the referee's signal to start.

C10. The referee will place the soccer ball at the "**Center Kick-off Position**."

C11. The kick-off sequence begins with the referee's countdown: "**3, 2, 1, GO!**" All robots may move freely upon the word "GO!"

C12. Once the match starts, participants must operate their robots from **behind their own goal**.

C13. The kick-off procedure will be **repeated** after every goal scored.



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C. Game Rules

Scoring Goals

C14. A goal is scored only when the ball has **completely entered** the goal.

C15. Goals scored by any means are valid, including **own goals** (scoring in one's own goal).

Defense Rules

C16. When defending within their own **restricted area**, teams are prohibited from performing **"Double Defense"** (collaborative defense). Engaging in Double Defense will be ruled as a violation.

C17. Definition of Double Defense:

- If one robot is already inside its own restricted area to defend, the **vertical projection** of the team's second robot must not enter the restricted area.

C18. When this violation occurs, the referee will immediately pick up the robot that triggered the Double Defense, place it on the **center line**, and issue a **"Warning."**

C19. A Double Defense violation will **not** be triggered if a defending robot is pushed into its own restricted area by an opponent.



C. Game Rules

Disabled Robots

C20. If a robot becomes **immobilized or remains stationary within its own restricted area** for more than **5 seconds**, the referee has the authority to declare it a **"Disabled Robot."** The referee will remove the "Disabled Robot" from the field. The robot may only return to the match after a goal is scored by either team or after the half concludes.

C21. If a robot tips over due to a collision with an opponent, the referee will right the robot and the match will continue. If robots become **entangled** with each other following a collision, the referee will separate them and the match will continue.

C22. If any parts fall off a robot during the match, the referee will remove the parts from the field. If the team requests a repair, the referee will declare the robot a **"Disabled Robot,"** remove it from the field, and hand it to the participants for repair.

C23. The match timer and gameplay will **not be paused** when a robot is declared a "Disabled Robot."

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C. Game Rules

Boundary Ball Procedures

C24. If the following situations occur, the referee will judge this situation as a "boundary ball"

- When the ball remains stuck against the **field perimeter** for more than five seconds without any progress in play.
- When the ball stays in **any location on the field** for an extended period, and the referee determines that play is stalled or significantly hindered.
- When the ball appears in an **unexpected position** and causes the game to stall.

C25. When the "boundary ball" appears, without changing the position of the robot, place the ball in the "**kick-off area**".

C26. When moving the "boundary ball", the robot does not need to pause its action.

C27. The game and the stopwatch will not be suspended when a "boundary ball" is judged.

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C. Game Rules

Intentional Fouls

C28. When a participant or his robot has the following situations, it will be considered a "foul".

- A robot intentionally attacks an opponent's robot without making an effort to move toward the ball.
- Maliciously damaging the soccer ball or the field elements.
- A participant touching a robot or the ball during the match without the referee's permission.
- Using inappropriate or offensive language.
- Any other behavior deemed a foul by the referee.

Handling Warnings and Fouls

C29. If a team accumulates **three "Warnings,"** they will be issued one **"Yellow Card."**

C30. The referee will issue a **"Yellow Card"** to the offending robot. The robot receiving the Yellow Card must be removed from the field and may only return after a goal is scored by either team or after the half concludes.

C31. If a team accumulates **three "Yellow Cards,"** they will be **disqualified** from the remainder of the competition immediately. All their match records for that day will be recorded as a **0-2 loss.** are completed.



C. Game Rules

C32. "Warning" records are cumulative until the end of the current round; **"Yellow Card"** records are cumulative until the end of the day's competition. In any special circumstances, the Head Referee's decision is final and binding.

C33. Only **2 specific robots** may compete in a given match until it concludes. Teams may choose different robots for the next match. **Switching robots during a match is strictly prohibited.** Violating teams will be disqualified immediately, and all their records will be changed to a **0-2 loss**.

C34. If an opponent's robot is damaged due to a foul, the damaged robot may return to the field directly once repairs are completed.

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D. Game Details

Robot Hardware Limitations

D1. The maximum extension size of the robot (including wires) cannot exceed a **cube** with a diameter of 250 mm in length and width, and the height cannot exceed 250 mm. Before the game start, the referee will notify all teams to place their robots in the inspection area. After the inspection is passed, the robot cannot be modified, disassembled or changed.

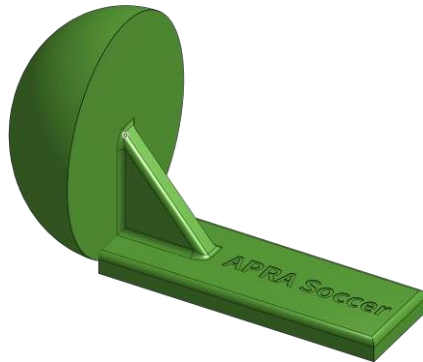
D2. Robot including battery must not weigh more than **1500 grams** (g).

D3. Robots must only use original **VEX IQ parts and electronics**. Each robot is limited to a maximum of **5 motors**, with no limit on the number of sensors. Each robot may only use **1 VEX IQ Robot Brain**; remote control components are counted separately.

D4. Robots must use a **three-omni-wheel chassis**. Teams may refer to **Section G: Assembly Reference** for a sample design (custom designs are also permitted). Modifications are allowed as long as they comply with all hardware restrictions.

D5. Only **official lithium batteries or compatible batteries within official battery boxes are permitted**. Referees reserve the right to inspect the battery compartment of the Robot Brain.

D6. The use of additional materials such as glue, tape, or screws is strictly prohibited. Cutting or modifying the original specifications of VEX IQ parts is not allowed, with the exception of **metal parts**.



Ball Capturing Checker

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D. Game Details

D7. There are no restrictions on the aesthetic design of the robot; however, it must not include structures that could potentially damage the field, field elements, or opponents' robots. If a violation is found, the team must modify the non-compliant part within **one minute**. Failure to do so will result in disqualification from that specific match.

D8. Teams are free to modify their robots before the competition testing, provided that the hardware limitations are met.

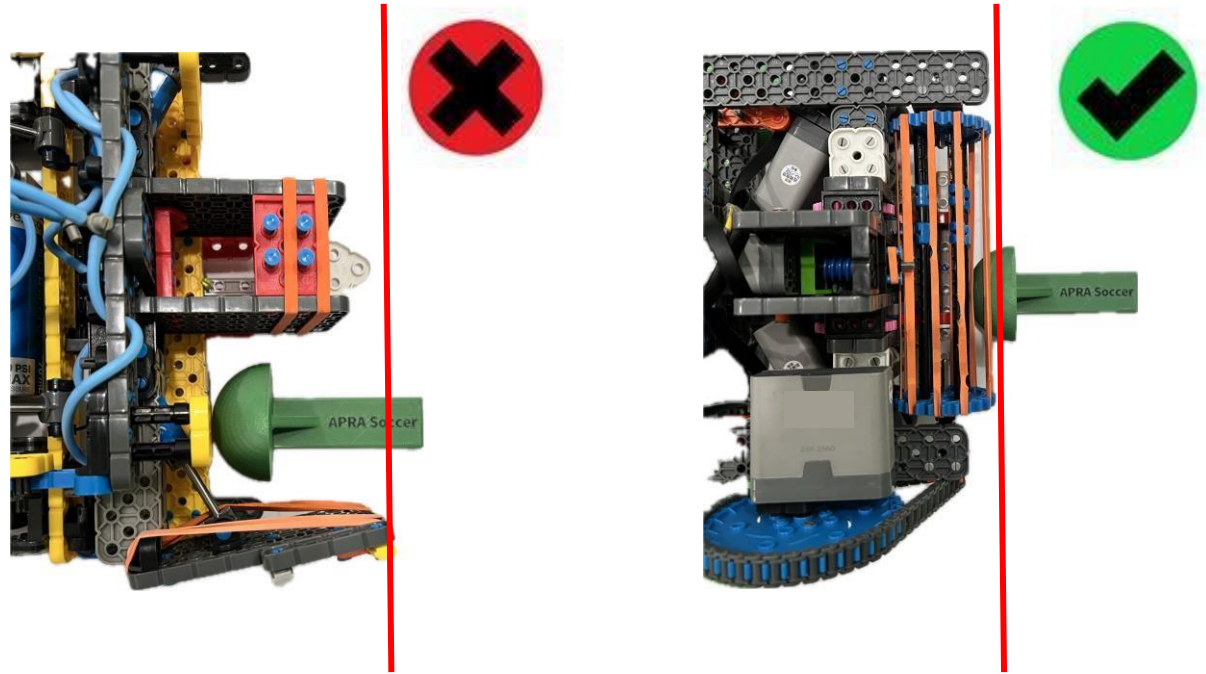
Ball Capturing Zone Restrictions

D9. “**Ball capturing zone**” refers to the area occupied by the vertical projection of the ball entering the robot. (Take the maximum extension of the robot as the measurement standard).

D10. There is **no limit** on the **minimum entrance width** of the ball capturing zone.

D11. The width of the ball capturing zone entrance can be detected by using the “**Ball capturing checker**”.

D12. The depth of the ball capturing zone must not exceed **28mm**. This is measured from the deepest point where the ball contacts the robot to the forward-most point of the robot's maximum expansion. The referee will push the gauge until it can no longer move to determine the **deepest point**.



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The depth of the ball capturing zone is **greater than 28mm** and fails the test

The depth of the ball capturing zone is **less than 28mm** and passes the test.



D. Game Details

Robot "Dribbling Zone" Restrictions

D13. While a robot is holding or dribbling the ball:

- The ball must maintain a **continuous rotation**.
- The ball must remain in **constant contact with the ground** while moving.
- The depth of the ball within the robot must not exceed **28mm**.

D14. If a robot fails to meet any of the above requirements while dribbling, the referee will issue a **"Yellow Card"** to the team, and a **kick-off** will be performed to restart the play.

D15. Aside from the **Ball Handling Area** and **Dribbling Area**, no other part of the robot may allow the ball to enter a depth exceeding **28mm**.



Ball

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D. Game Details

Robot Software and Control Restrictions

D16. Teams are permitted to bring **pre-assembled robots** to the competition.

D17. Participants must provide their own **computer/tablet** and **remote controller** for the match.

D18. The remote controller must be an **official VEX IQ product**.

D19. The programming software used must be **VEX IQ Code**.

D20. Robot Remote Control Procedures:

- The remote controller connects to the computer or tablet via **Bluetooth**.
- The robot connects to the programming software via **Bluetooth**.
- Open and run the program to control the robot directly using the remote controller.
- Computers and Bluetooth connections must **remain active** (do not turn off) during the match.
- The **Robot Brain** (micro-controller) buttons or the **tablet screen** itself cannot be used as a direct method of remote control.

D21. Participants may only use the "**Official VEX IQ Remote Controller**" as the sole method of remote control during the competition.



E. Other Rules

E1. Referee's Authority: During the game, the **referee has the final decision**.

E2. Objections and Conduct: Any **objection** to the decision of the referee will result in a **warning**. Continued arguing will lead to **immediate disqualification** from the tournament.

E3. Score Confirmation: After the game, both teams must send a representative to **sign the score sheet** for confirmation.

E4. Protest Limitations: A **protest** can only be lodged during score confirmation if the **score is incorrect** or there is a problem with the **result**. Once the score sheet is signed, **no further protests** will be accepted.

E5. Rule Interpretation: The referee reserves the right to **interpret the rules**.

E6. In special circumstances, such as unforeseen problems or the capabilities of robots that everyone agrees in the game, the rules can only be changed with the consent of the chief referee.

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E. Other Rules

Inspection of Robot

E7. If the robot is modified during the game, the referee may ask for inspection again.

E8. Any robot that does not comply with inspection regulations, it will not be able to use in the game until it is corrected.

E9. Modifications must be made within the time schedule of the game and teams must not delay game play while making modifications.

E10. If the robot cannot comply with all the regulations (and cannot comply after the modification), it will be disqualified from the game.

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E. Other Rules

Fair Play

E11. Except for the participants and staff, no one is allowed in the game area.

E12. No one other than the participants is allowed to modify the robot or the program.

E13. Participants are not to be prompted or assisted in any way during the tournament.

E14. Do not touch robots from other teams.

E15. If the above situations are found during the game, the team may be disqualified from the tournament.

E16. When the team registers for the tournament, it is also necessary to clearly read the relevant registration terms and competition rules.

E17. When the content of different files conflicts, the order of precedence of the rules is: Final Decision of Organizer > Rules Update > SPIKE Remote Soccer Elementary Category Rules.

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F. Competition System

F1. The competition follows a **round-robin system**. A **single-elimination (knockout) stage** may be added depending on the total number of participating teams.

F2. Scoring System: A win earns **3 points**, a loss earns **0 points**, and a draw earns **1 point for each team**.

F3. If teams have identical total points at the end of the round-robin stage and it affects the rankings, the **Tie-breaking Rules** will be applied.

F4. Tie-breaking Rules: If points are tied, the final rankings will be determined in the following order of precedence:

- The team with more **total wins**.
- The team with a higher number of **total goals scored**.
- The team with fewer **total losses**.
- The result of the **head-to-head match** (if the tied teams have played against each other, the winner of that match ranks higher).

F5. If the rankings remain tied after applying all tie-breaking rules, a **tie-breaker match** will be held to determine the final order.

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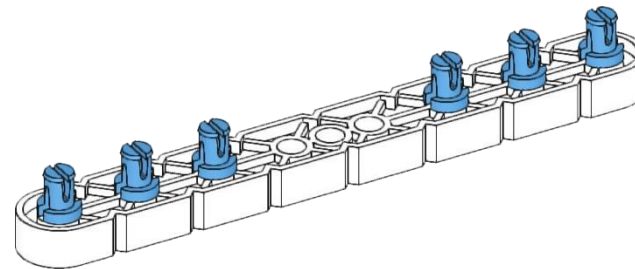
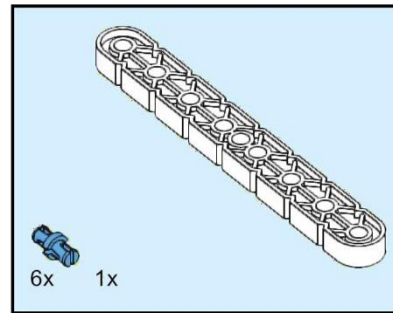
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G. Assembly Reference

Three-Omni-Wheel Chassis:

1



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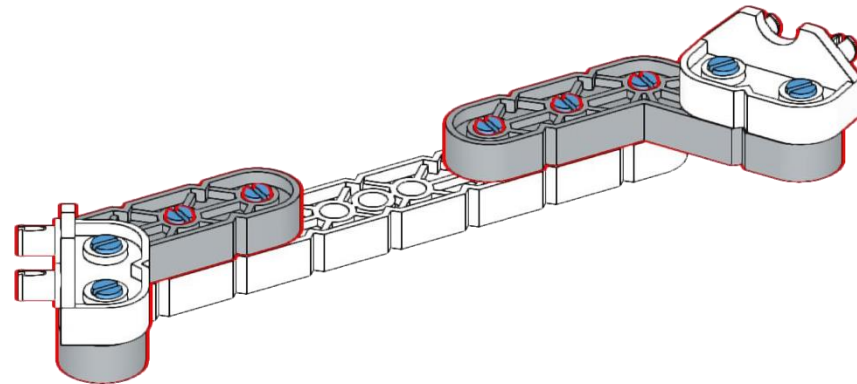
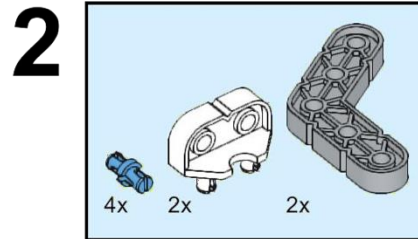
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G. Assembly Reference

Three-Omni-Wheel Chassis:

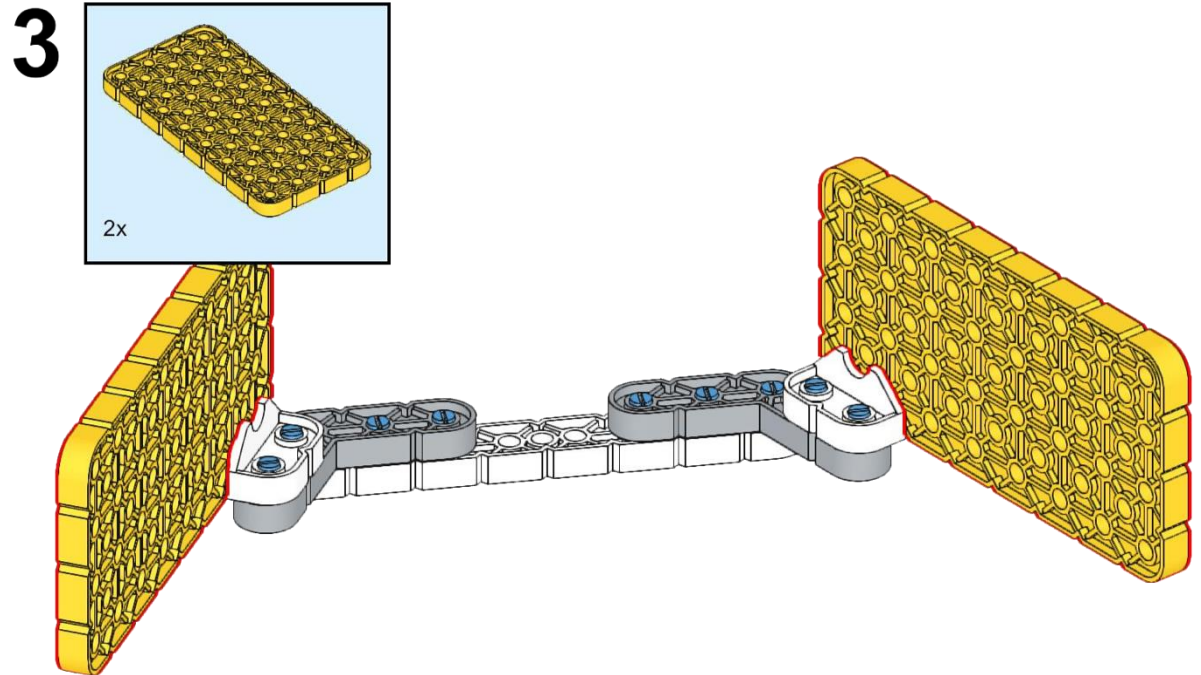


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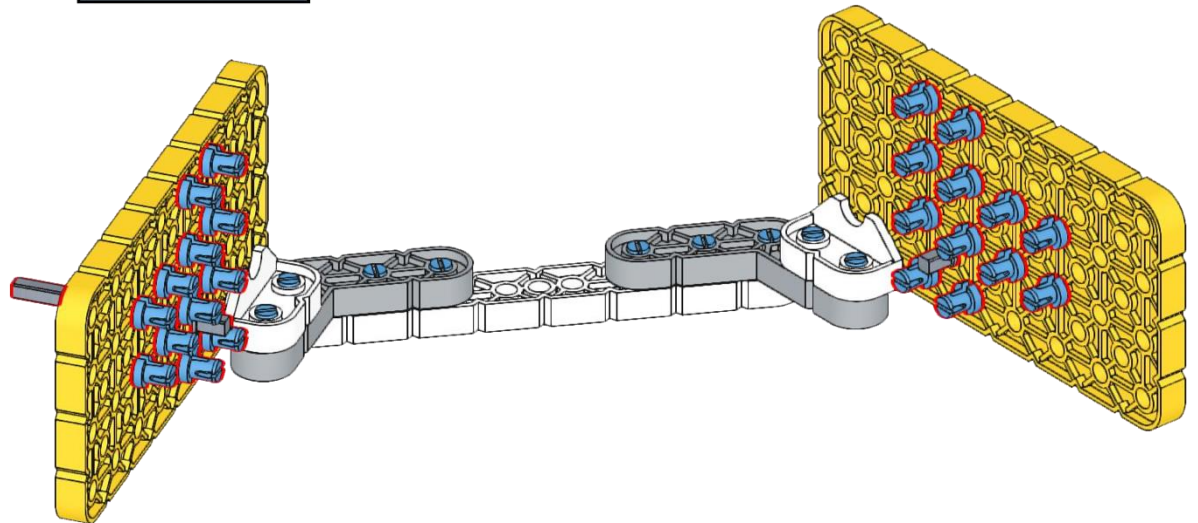
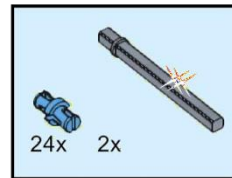
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G. Assembly Reference

Three-Omni-Wheel Chassis:

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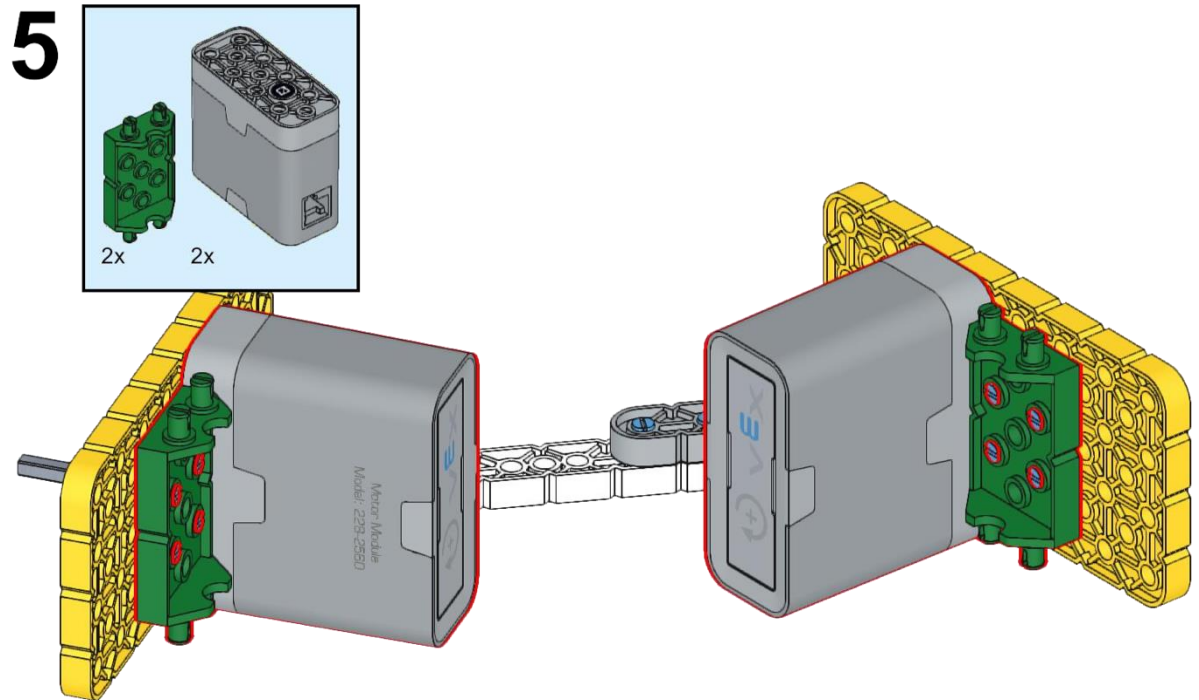


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G. Assembly Reference

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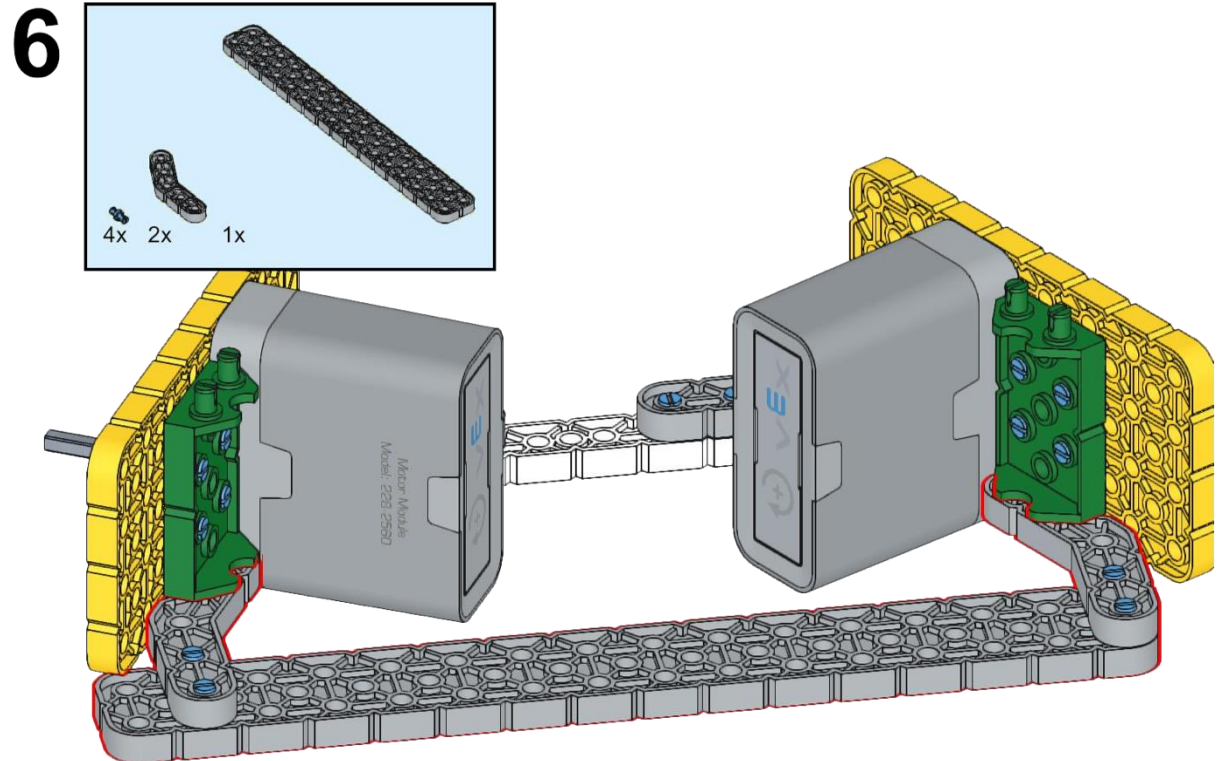


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G. Assembly Reference

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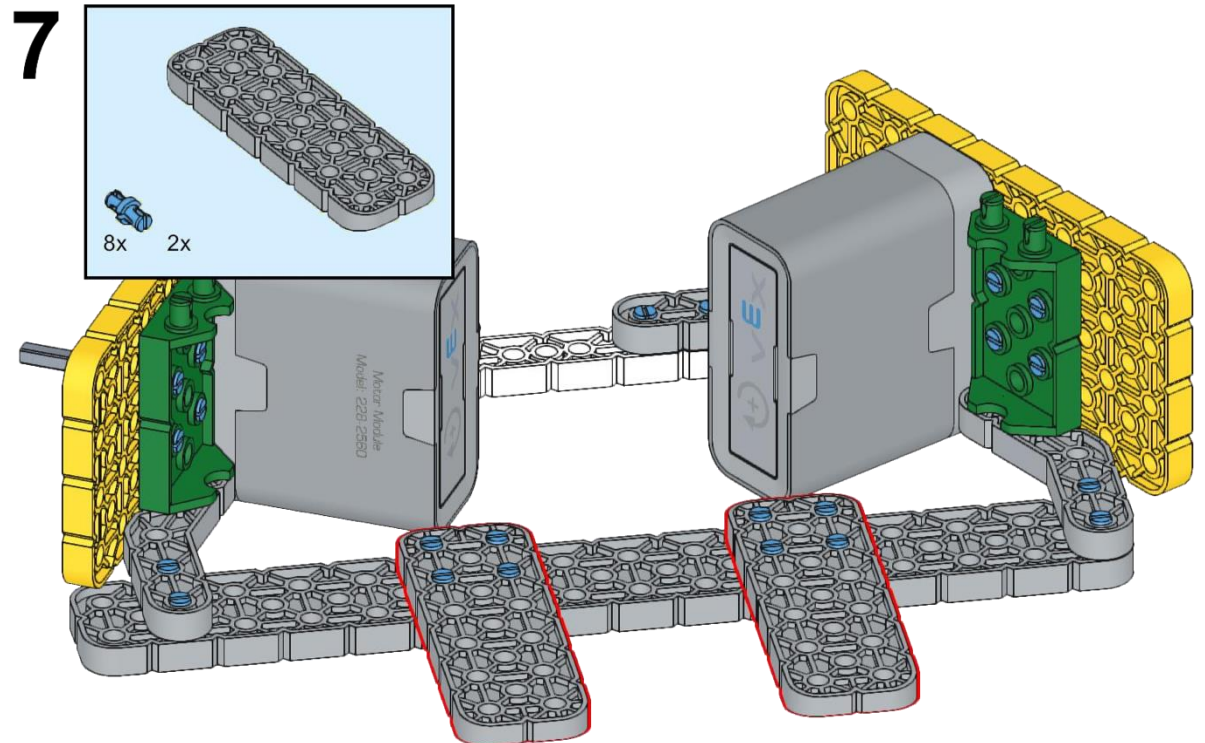


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G. Assembly Reference

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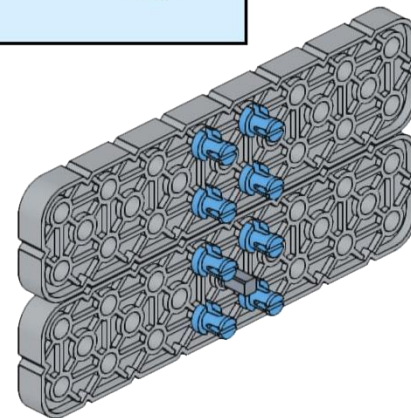
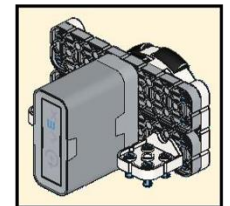
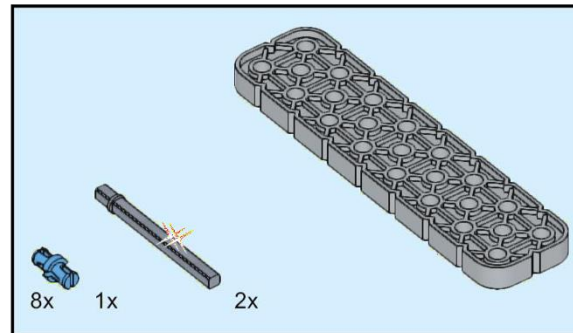
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G. Assembly Reference

Three-Omni-Wheel Chassis:

8



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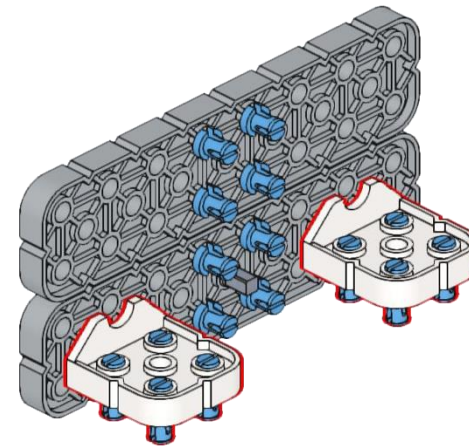
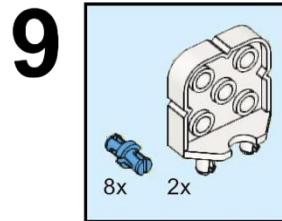
Elementary

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G. Assembly Reference

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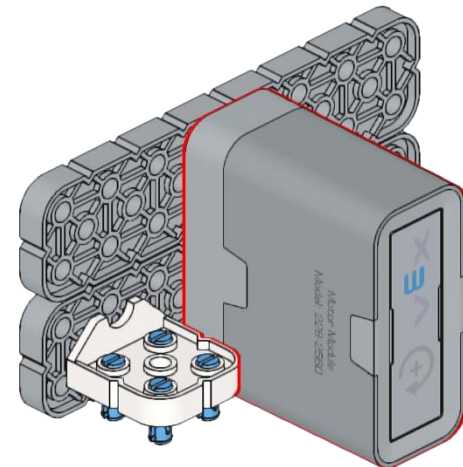
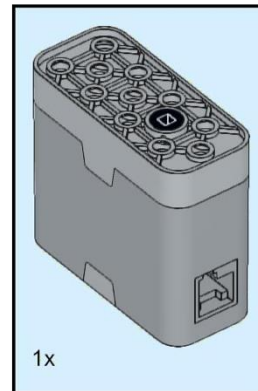
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G. Assembly Reference

Three-Omni-Wheel Chassis:

10



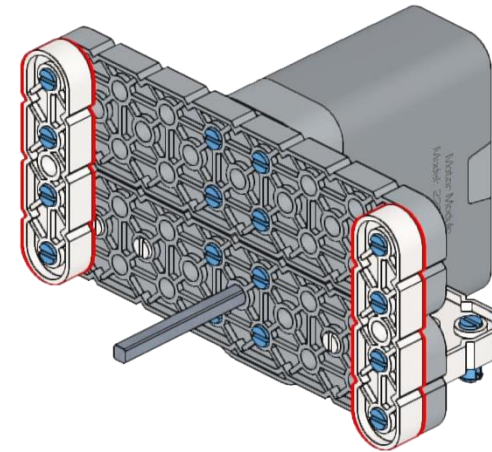
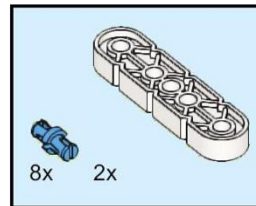
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G. Assembly Reference

Three-Omni-Wheel Chassis:

11



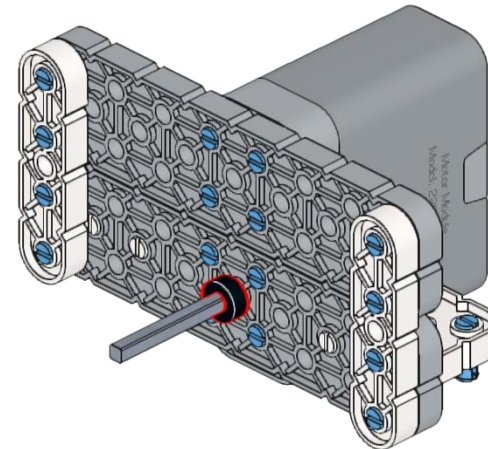
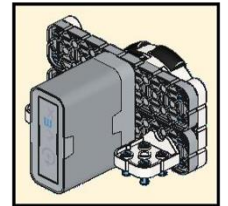
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G. Assembly Reference

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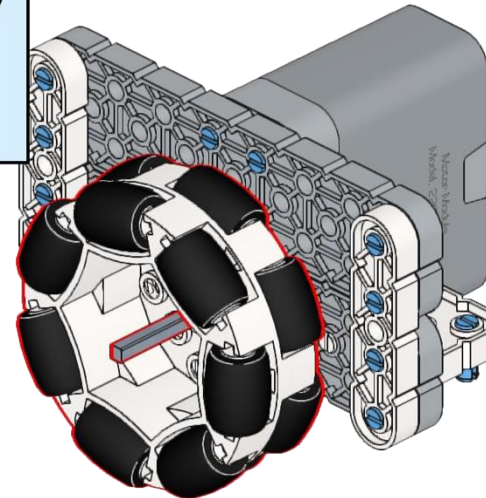
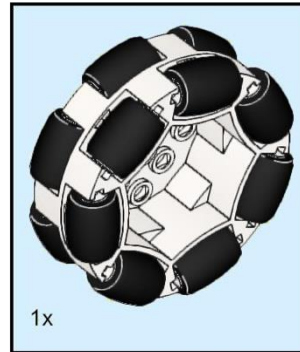
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G. Assembly Reference

Three-Omni-Wheel Chassis:

13



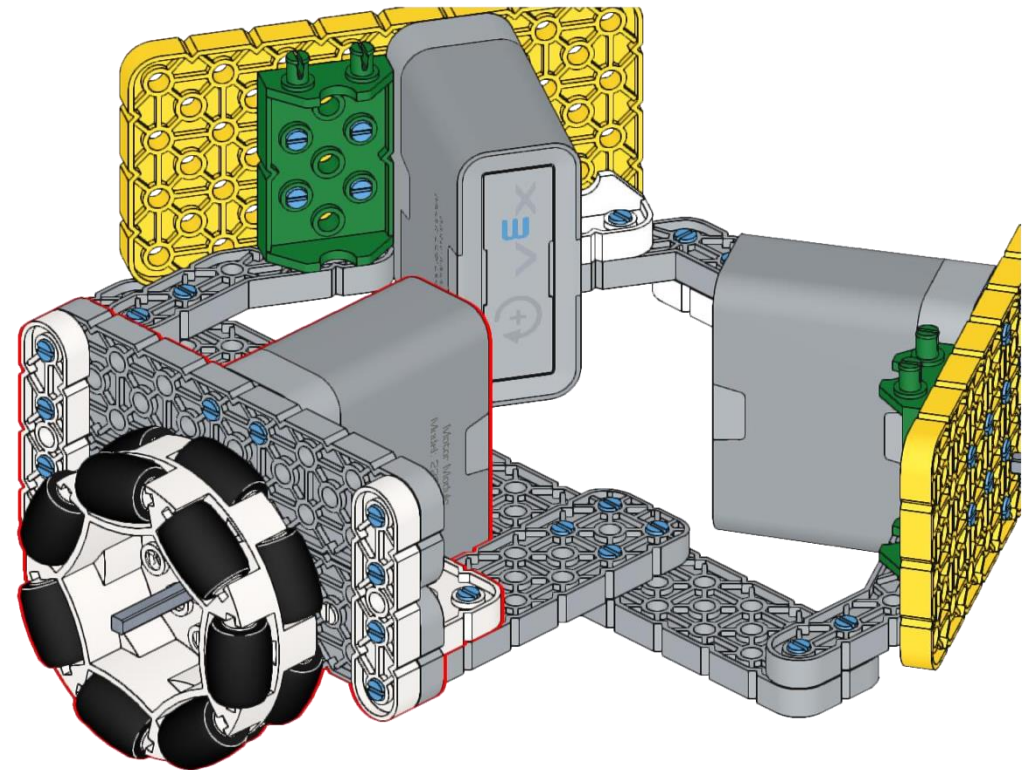
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G. Assembly Reference

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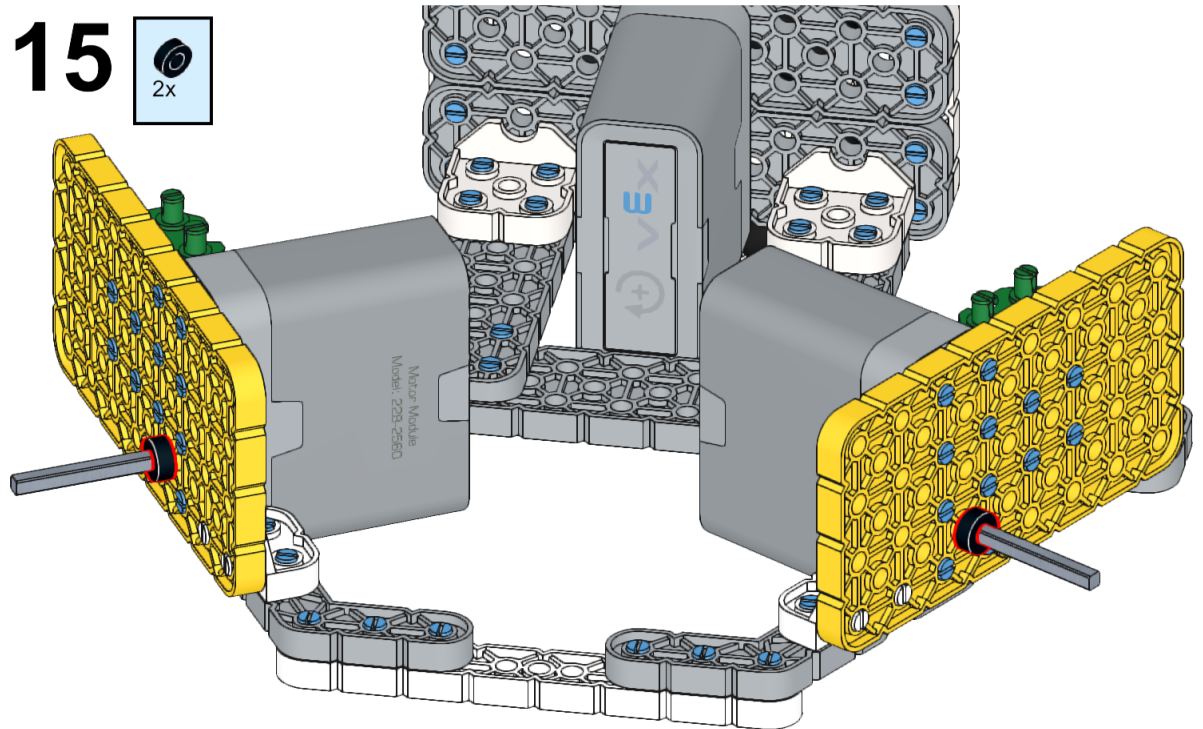


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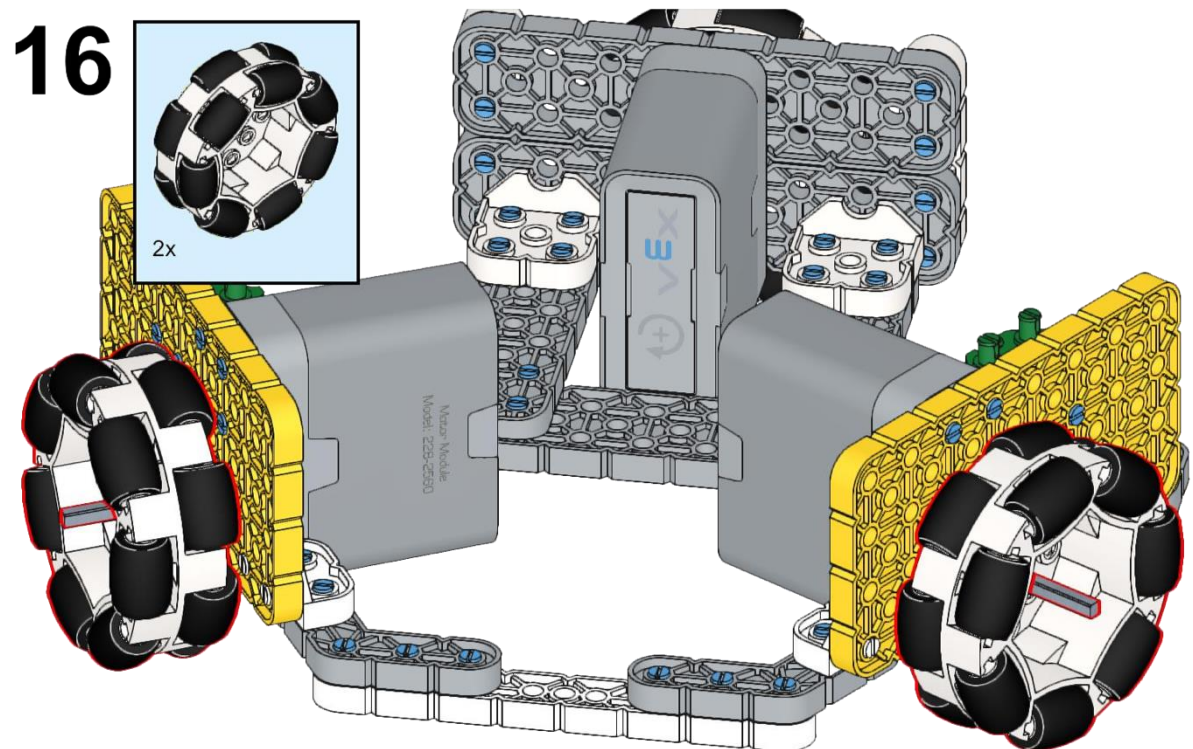


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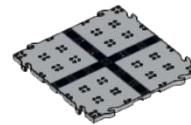
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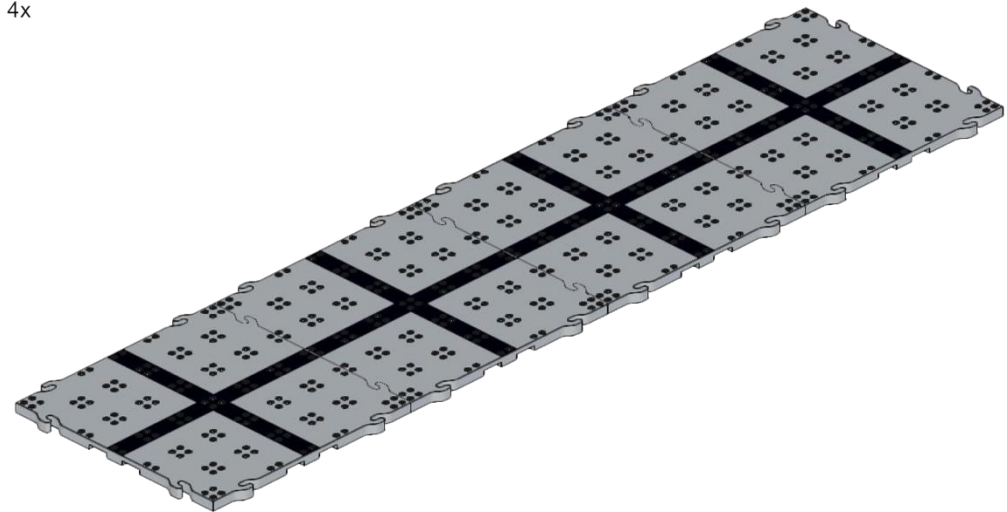
G. Assembly Reference

Game-Filed :

1



4x



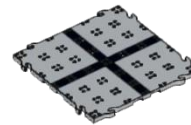
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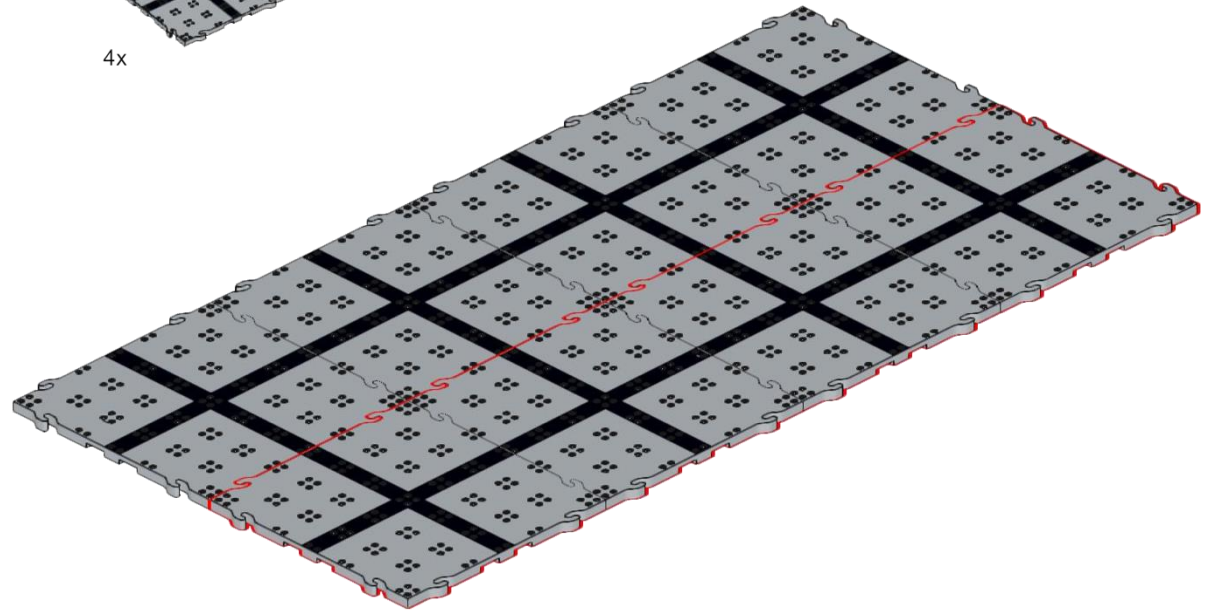
G. Assembly Reference

Game-Filed :

2



4x



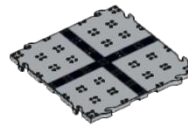
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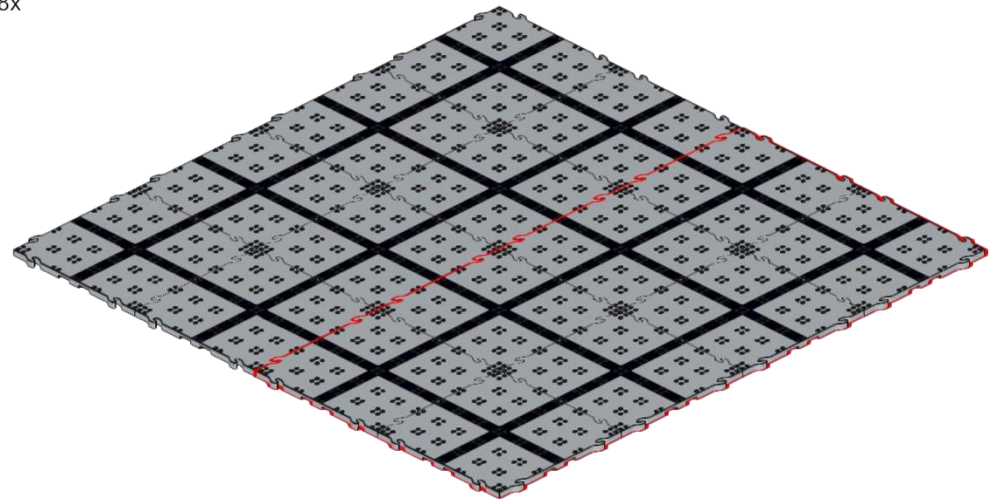
G. Assembly Reference

Game-Filed :

3



8x



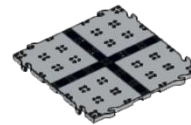
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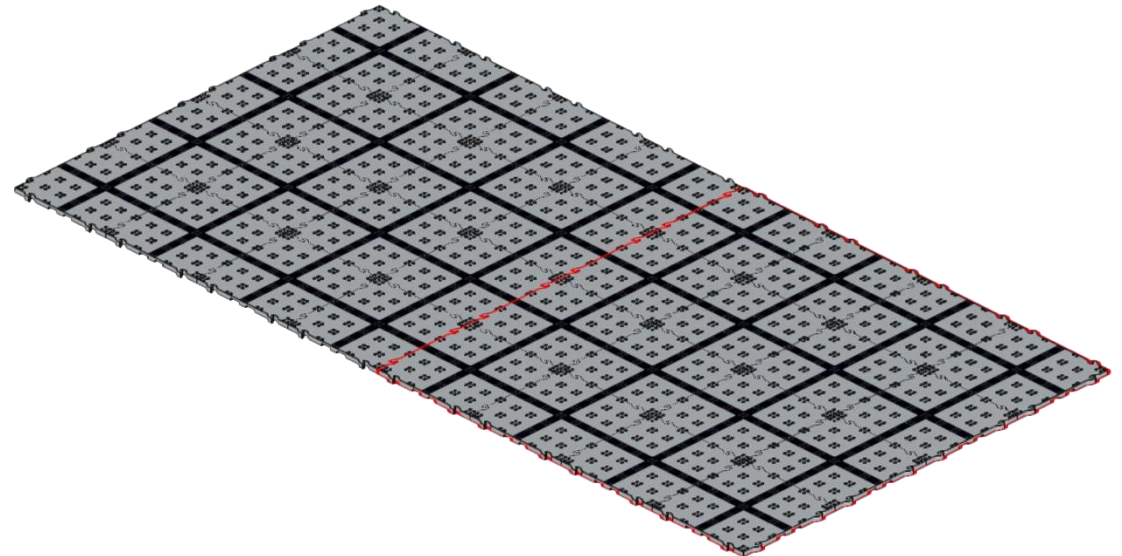
G. Assembly Reference

Game-Filed :

4



16x



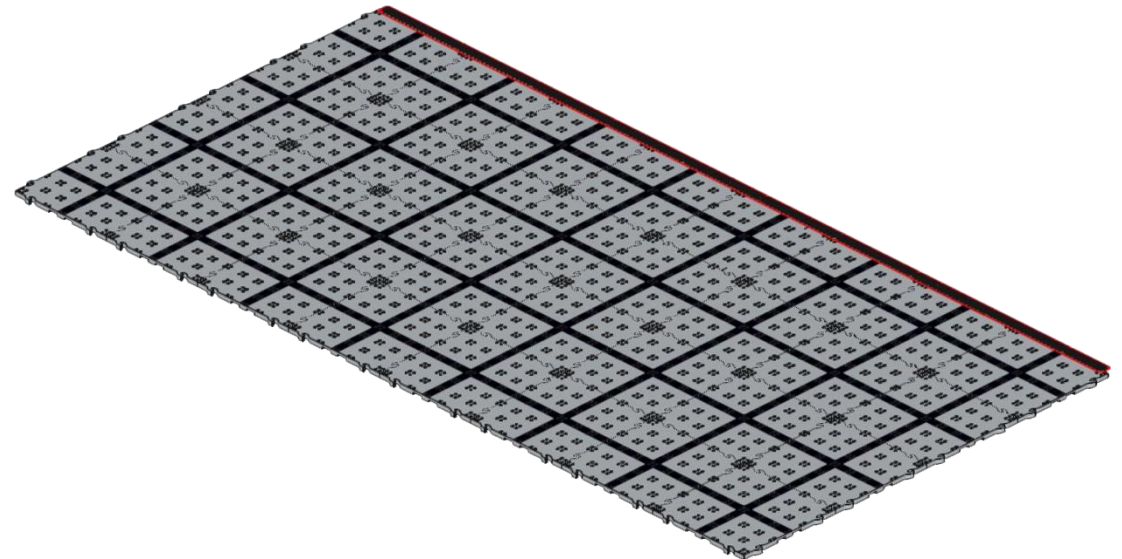
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G. Assembly Reference

Game-Filed :

5
36x 1x 9x



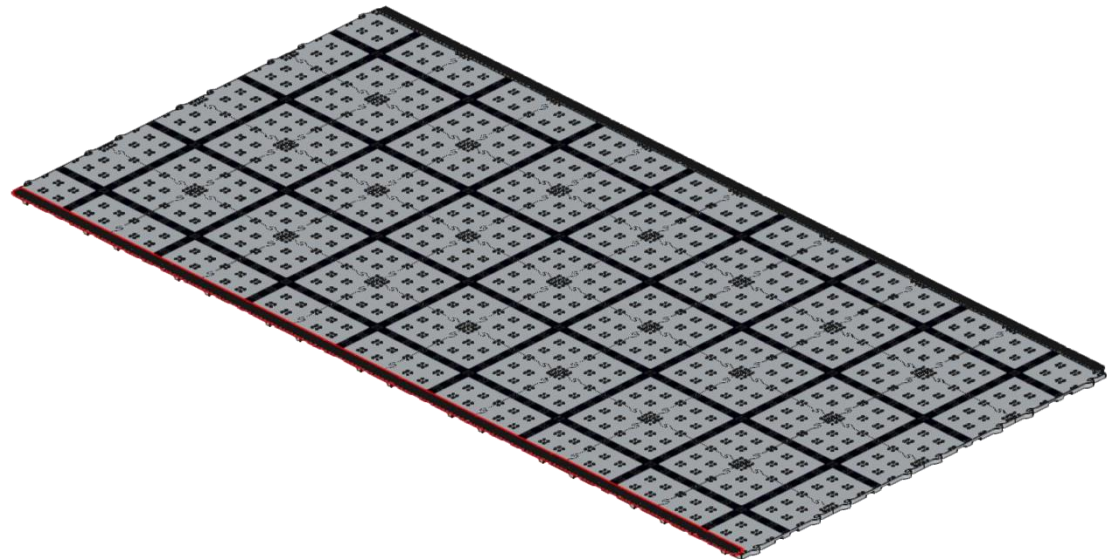
VEXIQ Remote Soccer
Elementary
Category Competition Rules
and Competition System



G. Assembly Reference

Game-Filed :

6
48x 1x 9x

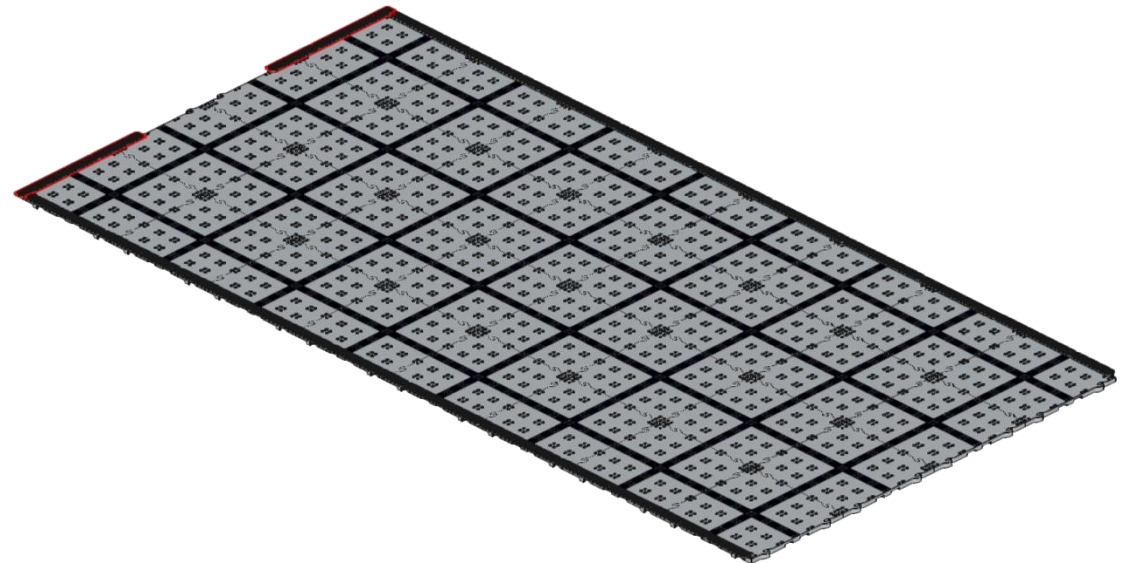


VEXIQ Remote Soccer
Elementary
Category Competition Rules
and Competition System



G. Assembly Reference

Game-Filed :

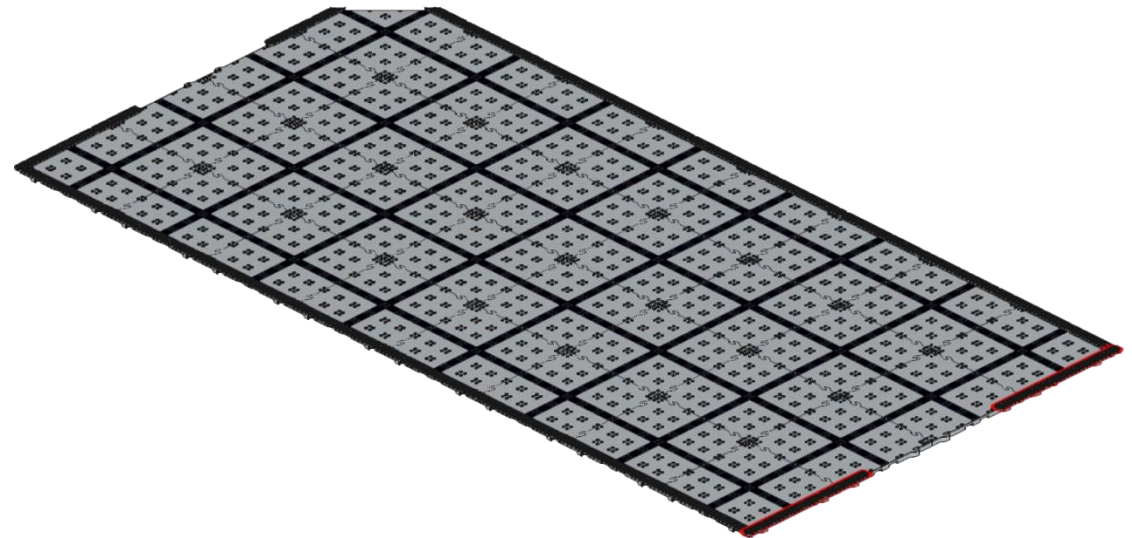
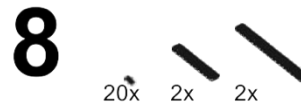


VEXIQ Remote Soccer
Elementary
Category Competition Rules
and Competition System



G. Assembly Reference

Game-Filed :



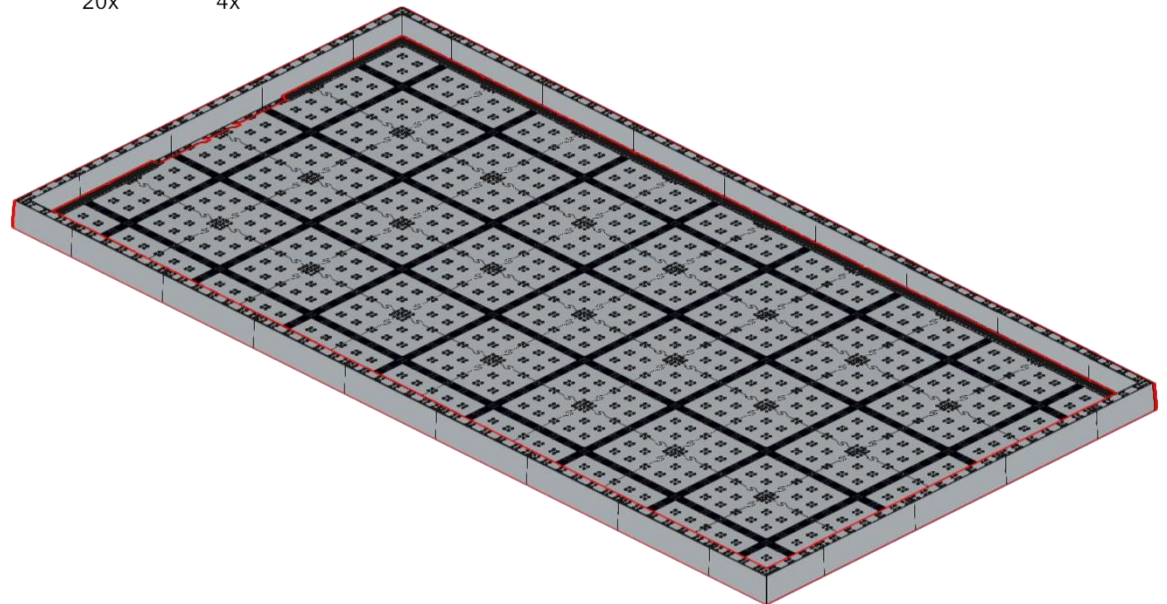
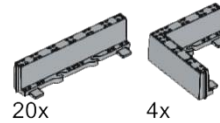
VEXIQ Remote Soccer
Elementary
Category Competition Rules
and Competition System



G. Assembly Reference

Game-Filed :

9



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Category Competition Rules
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