



RC Football WeDo (Radio Controlled Football)

Official handbook 2026

RoboRAVE Greece

Our slogan is : "Today's Play, Tomorrow's Pay."

1. General information

1.1 RC Football WeDo

RC Football WeDo is an innovative experience that brings robotics to the world of football. The competition is specially designed for younger students, using remote control for the robots. Participants are invited to design and control remote-controlled robots that compete on a football pitch, offering action and fun.

On the pitch, the robot players demonstrate precision and strategy, while their operators work together to score goals and defend their goal. The matches are full of intensity, as every move counts: from lightning-fast counterattacks to flawless defenses, the robots reflect the beauty and tactics of real football.

RC Football WeDo is more than a game: it is a unique challenge that combines the joy of sports with the precision of technology. It is aimed at those who love football and want to test their knowledge and imagination by creating robots that compete like real players.

With competitive spirit and cooperation, RC Football WeDo transforms football into a technological spectacle, inspiring creativity and promoting fun through robotics and sports.

1.2 Who can compete on a team?

The RC Football WeDo has a single age category:

RC Football WeDo :

- Ages 6-14 (Elementary-Middle School) - Born 2012-2020

The matches are held against all teams, regardless of the age of the students on the team.

1.3 The specifications of the robot.

Robots must meet all of the following criteria to be eligible for participation:

1. The total cost of the robot should not exceed 1,500 euros.
2. Robots can only be built from processors in the educational kit Lego WeDo , while they can have building materials from any Lego kit .

The robot must use remote control functions, but only wirelessly, connecting cables are not allowed to control the robot.

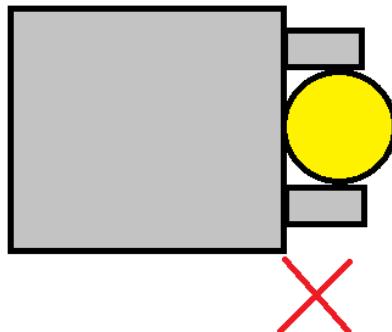
3. The dimensions of the robot must be as follows:

The robot must fit into a frame measuring 25 cm x 18 cm, with the moving parts fully extended, without height restrictions. The maximum weight of the robot must be **500 grams**.

4. For the RC Football WeDo will be used as ball a ping - pong ball .
5. It is prohibited to construct the robot in such a way that it has the ability to block the ball or hold it. The maximum that the robot can enter or cover the ball is half its diameter.

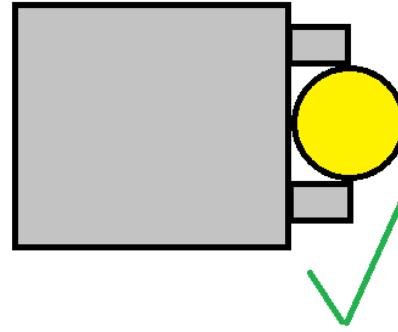
Not allowed: The ball enters more than half of its diameter in the footballer

Απογορεύεται:
Ο ποδοσφαιριστής
συγκρατεί περισσότερο
από το μισό της μπάλας



Allowed: The ball is half outside the footballer

Επιτρέπεται: Ο ποδοσφαιριστής συγκρατεί το πολύ το μισό της μπαλάς



6. The use of mechanical parts that are intentionally disconnected from the robot or that could intentionally cause damage to another robot is prohibited.
 - Moving parts are permitted as long as they are not dangerous.

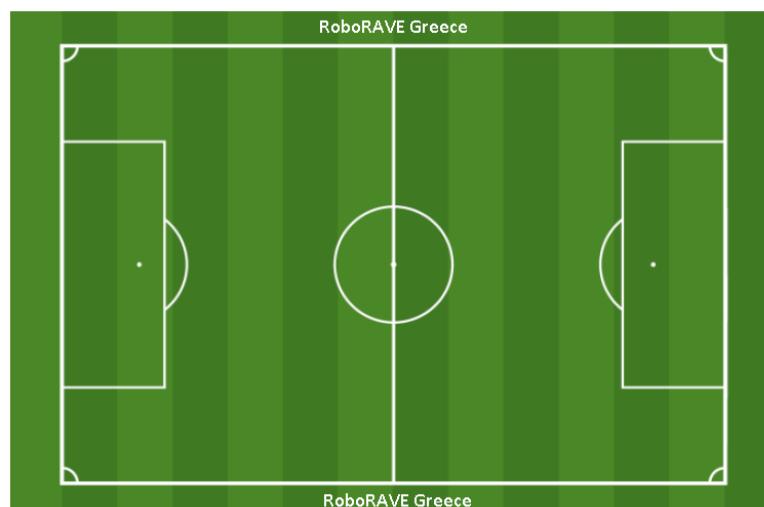
2. The race track

2.1 What are the track specifications?

The tracks of RC Football have the following features:

1. The court has dimensions of 180 cm x 120 cm and is made of PVC vinyl.
2. On the sides there are protective walls, 10 cm high.
3. The goals are 50 cm wide and 15 cm high.

Example of a playing field:



3. Competition procedure

Preparation for the Race:

1. At the beginning of the event, robots must be checked by judges to ensure they meet the requirements. After the check, a certification sticker will be affixed to the robot. If changes are made to the robot, it must be rechecked.
2. The teams will receive a match sheet where the results of their matches will be recorded. They must keep this sheet throughout the entire tournament.

3.1 What are the rules of the competition?

The following rules are applied during the competition matches by the referee:

1. The referee places the ball in the center, the players of each team inside their own large area, and the referee starts the timer.
2. Only the referee can touch the robots.
3. If an operator touches a robot, the robot is quarantined for one minute.
4. In case a robot is not able to compete, then the referee sends it for repair, with a one-minute quarantine penalty. The match continues with one player on the team. At the end of the quarantine, the referee orders the robot to be placed in a position that does not give it an advantage at that particular moment.
5. For a goal to be valid, the ball must pass the entire goal line.
6. In the event of a goal, the team that conceded the goal takes possession of the ball in the penalty area of its own half of the field. The opposing players take their positions within their own penalty area.
7. If the ball gets stuck in a corner or between two players, the referee resets it to points where neither robot has an advantage.
8. If a robot pushes (the ball is stuck between the robots and the robot pushes both the ball and the opposing robot), then the referee takes the ball and separates the robots in a way that no robot has an advantage.
9. If two robots are stuck, the referee separates the robots in a way that no robot has an advantage.
10. If a robot continuously attacks an opposing robot with the intention of destroying it, then it receives a 1-minute quarantine penalty.
11. Each match lasts up to 4 minutes, no switching sides.
12. Every team has the right to call for one break for one minute.

Remember:

"Players play, coaches guide, parents encourage."

4. The scoring of the event

4.1 How is grading done?

- Each win awards **3 points**.
- Each draw awards **1 point**.
- A loss awards **0 points**.
- Goals scored are also recorded and are used as a tie-breaker in case of equal points.

5. Qualification and winner selection

5.1 How teams compete?

1. Teams will participate in official **alliance matches** (2 teams versus 2 teams) on the competition days.
2. The teams themselves are responsible for finding their allies and arranging matches against their opponents.
3. Teams may play practice matches, and when they wish to play an official match and have found their opponents, they must inform the referee.
4. Matches with the **same team composition** are not allowed on the same day. At least one of the four teams must be different in order for a match to take place.
5. Teams will play **8 matches**, of which the **best 6 will count** (the two worst matches will be removed).
6. If collusion between teams regarding the match result is detected, **both teams will receive zero points**.
7. At the end of each match, the referee records the score on each team's match sheet and stamps it.
8. Teams must regularly inform the secretariat so that the score is entered into the tournament system.

5.2 How the finals are held

Teams are ranked in a **single overall standings table** using the following criteria:

- Total **points** collected during the tournament
- In case of a tie, the teams with the **most goals scored** rank higher
- If the tie persists, the teams with the **fewest goals conceded** rank higher
- If there is still a tie, the teams play **knock-out matches** against each other

1. The **top 8 teams** form fixed alliances.
2. The top-ranked team selects its partner, and if the partner accepts, they form an alliance. Then the second-ranked team does the same, followed by the third-ranked team, while the **last two teams automatically form an alliance**.
3. The **4 resulting alliances** compete in **2 additional matches**. The winning alliances advance to the **Grand Final** to compete for **1st and 2nd place**, while the losing alliances play for **3rd place**.

RC Football · Play Create, Win with Team Spirit!