



## World Cup SOCCAR 2022 Laws of the Game

Ver 3.0 (06-11-22)

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### A. DEFINITIONS

#### Event Definitions

- a.1. SOCCAR is based upon the game of Soccer. Two teams use their cars to move a ball into the opposing goal.
- a.2. The field of play may be any flat, unobstructed surface bound by RCP Track rails.
- a.3. Each team may consist of any number of drivers. Teams agree prior to the match on the number of cars allowed in play at any given time, though never greater than five per team.
- a.4. Each team must clearly mark the top of their cars with their team colors/insignia.
- a.5. The World Cup Championship is played in three matches (see c.1). The title is awarded to the team scoring the most match wins.

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### B. FIELD AND EQUIPMENT

#### The Field

- b.1. The field shall be 13x9 tiles with a wide-apex corner tile rounding each corner. Lines shall be marked on the field as indicated in diagram f.1.

#### The Ball

- b.2. The ball shall be a standard Ping Pong ball.

#### Equipment

- b.3. Any Class of 1:28-1:24 scale car comparable to the Kyosho Mini-Z is eligible.

- b.4. Bodies may be protected by cushioning, but should not protrude excessively. No modifications are permitted for controlling the ball, such as a front scoop.

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### C. MATCHES

#### Match

- c.1. A single match is divided into two 15min periods. At the end of the first period, teams switch sides and play in the opposite direction.
- c.2. Each team is permitted two Time Outs during which the clock is stopped. This should not last beyond a few minutes. Play is restarted with a Dropped Ball (see e.7-10).
- c.3. The team scoring the most points in a match are awarded one World Cup Championship point.

#### Overtime

- c.4. If points are tied at the end of a match, play enters up to two 5min Overtime periods. Teams switch sides for each and begin play as per normal (see d.3-5).

#### Sudden Death

- c.5. If the score is still tied after the Overtime periods the match enters Sudden Death. Teams alternate taking Penalty Shots until a goal is scored. The first team to score a Sudden Death goal wins the match.
- c.6. The last team to touch the ball at the end of Overtime gets the first shot (if unclear who had control, decide by coin toss).
- c.7. Only the defending Goal Keeper and one opposing player may be on the active half of the field. The ball is placed on the Penalty Mark and the attacking kicker moves the ball toward the defending goal. (dia f.2).
- c.8. The defending Goal Keeper must begin on the Goal Line and may not leave it until the ball is moved. The attacking kicker must begin at least partly within the Penalty Area. (dia f.2).

c.9. The attacking player must kick the ball and stop, no longer affecting play. If the ball is deflected by the Goal Keeper or misses the goal, the play is over and the next team gets their turn.

c.10. The first team to score a Sudden Death goal wins the match.

c.11. If the attacking kicker interferes with the ball or Goal Keeper after the kick, the win is awarded to the defending team.

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## D. PLAY

### Start of Play

d.1. A coin is tossed and the team that wins the toss decides which goal it will attack in the first period. The other team takes the Kick-off to start the match.

d.2. At the end of each Period or Overtime, teams switch side and the team which previously received the ball gets the Kick-off.

### Kick-Off

d.3. The ball is placed at the Center Mark and players take positions on their respective sides of the Center Line. The clock is started.

d.4. Players on the receiving team must remain outside the Center Circle until the ball is moved.

d.5. No one may touch the ball until time begins, and no one may cross the Center Line until the ball is moved. If a player crosses the Center Line early, the clock is reset and play restarted.

### Out of Bounds

d.6. If the ball crosses over the Touch Line wall, a "Throw-in" is awarded to the opponents of the player who last touched the ball. If the ball crosses over the Goal Line wall, a "Corner Kick" is taken by the attacking team.

d.7. When the ball exits over a corner rail, determine Touch Line or Goal Line by which half of the corner it exited on.

d.8. "Throw-in"  
The player positions the back of his car against the wall where the ball left the field with the ball touching the nose (dia f.3).

### d.9. "Corner Kick"

An attacking car is placed in the corner closest to where the ball left the field, with the back of the car against the corner wall and the ball touching the nose (dia f.4).

d.10. In both cases, no other player may approach within 2ft until the ball has moved.

### Substitutions

d.11. A player may be substituted at any time by calling "Sub" to alert other drivers of cars entering and exiting the field.

d.12. If the team's full complement of players are on the field, the substituting car may not touch the field until the exiting car has crossed fully over the wall. Otherwise the offending team receives a penalty for too many players on the field.

The substitute is sent off for 1min and may not be replaced during that time. Play is restarted with a Free Kick taken by the opposing team.

d.13. No team may make substitutions during a stop in play, and a penalized team may not substitute during the penalty period (see e.3).

### Goal

d.14. A goal is scored when the ball crosses fully over the goal line of the goal, thus scoring one point regardless of which team moved the ball.

d.15. Time is stopped and the field reset. Players must remain on the field with no battery changes or adjustments allowed. Play is restarted with a Kick-off awarded to the team upon which the goal was scored (see d.3-5).

### Fouls and Misconduct

d.16. Vehicle to vehicle contact is inevitable, but should be avoided.

d.17. Deliberate ramming or wrecking an opponent results in a Free Kick penalty and the offending player shown a Yellow or Red Card (see e.1-3).

d.18. Violations of d.17 causing non-minor damage (greater than paint, mirrors, etc) results in a Red Card.

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**E. PENALTIES and RESTARTS**

**Yellow and Red Cards**

e.1. When a player commits an offense, play and the clock are stopped and the player is cautioned with the Yellow Card. Play is then resumed with a Free Kick awarded to the opposite team (see e.4-6).

e.2. On a third offense a player is shown the Red Card and ejected from the match.

**Sending Off**

e.3. When a player is sent off, whether for penalty time or ejection, the team may not substitute a replacement player.

**Free Kick**

e.4. The clock is stopped and the ball is placed at the point it occupied when the penalty was called.

e.5. Only the Kicker may be within a 2ft radius of the ball until it is moved. The Kicker must start within this radius and may move the ball once time has resumed.

e.6. A defending Goal Keeper may be within this radius only where it intersects the Penalty Area.

**Dropped Ball**

e.7. If play must be stopped for a non-penalty reason such as a Time-out, it is restarted with a Dropped Ball.

e.8. Time is restarted and the ball dropped by the Referee from a height of 2ft on the spot occupied when play was stopped. Players may be anywhere outside 2ft of the drop spot.

e.9. No player may move until the ball has hit the ground.

e.10. If any player moves before the ball hits the ground or the ball bounces out of bounds without being touched, the ball is dropped again.

**Referee**

e.11. The Referee is the sole arbiter and final word on any judgments.

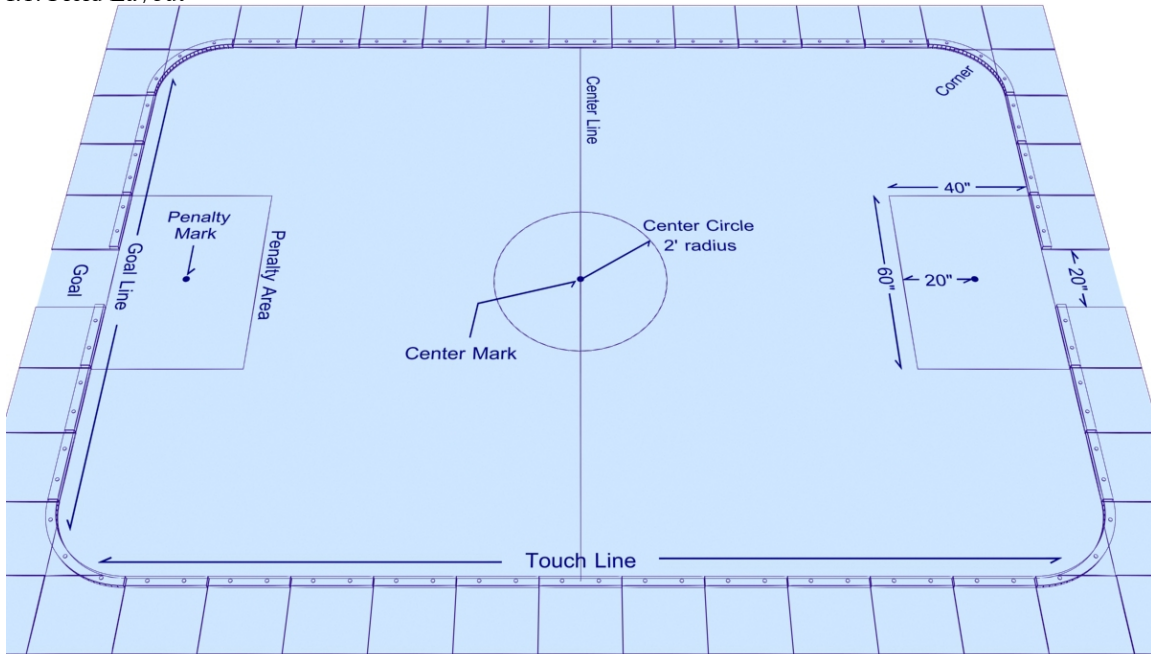
e.12. The Referee may issue a Yellow or Red Card without the progression of e.1-2 to any player acting aggressively or showing poor sportsmanship toward any player or official.

**Time Wasting**

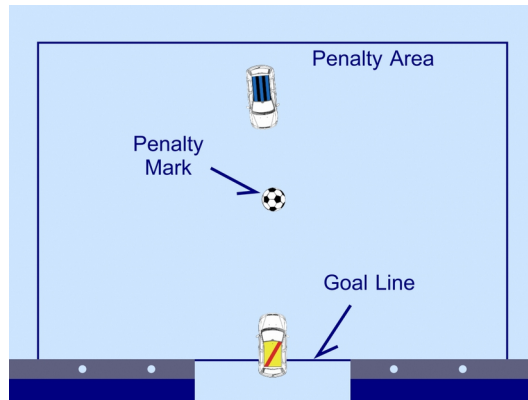
e.13. If the Referee believes play is being unnecessarily delayed, he may add time to make up the difference.

## F. DIAGRAMS

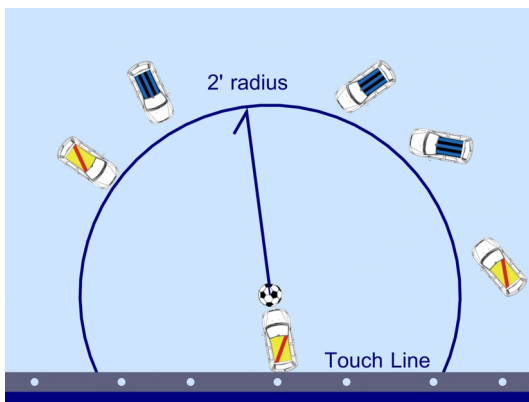
### f.1. Field Layout



### f.2. Penalty Kick



### f.3. Throw-in



### f.4. Corner Kick

